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MORTAL KOMBAT™





FOREWORD

Five years. That's how long it's been since the last M-rated *Mortal Kombat* hit the shelves. It doesn't sound like a long time, but within those five years, we have witnessed the introduction of the next generation of gaming consoles, the first teen-rated *Mortal Kombat*, and the formation of NetherRealm Studios.

We have seen the rebirth of the fighting game genre, spurred along by a return to the gameplay that hooked us as kids in the arcades so many years ago.

And now, in 2011, we see the release of a new *Mortal Kombat*. A *Mortal Kombat* that is both fresh and exciting while staying comfortably familiar. A *Mortal Kombat* that is a return to the roots of what made it one of the biggest gaming franchises in history. A *Mortal Kombat* that is a return to the classic 2-D gameplay and M-rated presentation.

The *Mortal Kombat* that you, the fan, have been waiting five long years for.

I speak emphatically for all of NetherRealm Studios when I say that we could not be more excited for you to experience this latest saga in the *Mortal Kombat* universe, and we hope that the passion and dedication we have poured into creating it shines through.

This one is for you!

John Edwards
Lead Designer
NetherRealm Studios

CONTENTS

Introduction & History	4
Introduction	4
History	5
Basic Info & Terminology	8
General Strategies	11
Modes	18
Story Mode	18
Challenge Tower	20
Challenge Tower Chart	24
Krypt	37
Deadlands	38
Hollow of Infestation	40
Meadow of Despair	41
Bloodmarsh	42
Nekropolis	44
Standard One-Player Modes of "Fight"	44
The Warriors	45
Baraka	46
Basic Moves	47
Chain Combos	47
Fast Tags	48
Tag Combos	49
Special Moves	49
Enhanced Moves	50
Wake-Up Moves	51
Intermediate Combos	51
Expert Combos	52
X-Ray Attacks	53
Finishing Moves	53
Best/Worst Matchups	53
Cyber Sub-Zero	54
Basic Moves	55
Chain Combos	55
Fast Tags	56
Tag Combos	57
Special Moves	57
Enhanced Moves	58
Wake-Up Moves	60
Intermediate Combos	60
Expert Combos	61
X-Ray Attacks	62
Finishing Moves	62
Best/Worst Matchups	62
Cyrax	63
Basic Moves	64
Chain Combos	64
Fast Tags	65
Tag Combos	65
Special Moves	66
Enhanced Moves	67
Wake-Up Moves	68
Intermediate Combos	69
Expert Combos	69
X-Ray Attacks	71
Finishing Moves	71
Best/Worst Matchups	71
Ermac	72
Basic Moves	73
Chain Combos	73
Fast Tags	74
Tag Combos	75

Special Moves	75
Enhanced Moves	76
Wake-Up Moves	77
Intermediate Combos	77
Expert Combos	78
X-Ray Attacks	80
Finishing Moves	80
Best/Worst Matchups	80
Jade	81
Basic Moves	82
Chain Combos	82
Fast Tags	83
Tag Combos	83
Special Moves	84
Enhanced Moves	85
Wake-Up Moves	86
X-Ray Attacks	86
Intermediate Combos	87
Expert Combos	87
Finishing Moves	88
Best/Worst Matchups	88
Jax	89
Basic Moves	90
Chain Combos	90
Fast Tags	91
Tag Combos	91
Special Moves	92
Enhanced Moves	93
Wake-Up Moves	94
Intermediate Combos	95
Expert Combos	96
X-Ray Attacks	97
Finishing Moves	97
Best/Worst Matchups	97
Johnny Cage	98
Basic Moves	99
Chain Combos	99
Fast Tags	100
Tag Combos	101
Special Moves	102
Enhanced Moves	102
Wake-Up Moves	103
Intermediate Combos	103
Expert Combos	104
X-Ray Attacks	105
Finishing Moves	105
Best/Worst Matchups	105
Kabal	106
Basic Moves	107
Chain Combos	107
Fast Tags	108
Tag Combos	108
Special Moves	109
Enhanced Moves	109
Wake-Up Moves	110
Intermediate Combos	111
Expert Combos	111
X-Ray Attacks	113
Finishing Moves	113
Best/Worst Matchups	113
Kano	114
Basic Moves	115

Chain Combos	115
Fast Tags	116
Tag Combos	117
Special Moves	117
Enhanced Moves	118
Wake-Up Moves	119
Intermediate Combos	119
Expert Combos	120
X-Ray Attacks	121
Finishing Moves	121
Best/Worst Matchups	121
Kitana	122
Basic Moves	123
Chain Combos	123
Fast Tags	124
Tag Combos	125
Special Moves	125
Enhanced Moves	126
Wake-Up Moves	127
X-Ray Attacks	127
Intermediate Combos	127
Expert Combos	128
Finishing Moves	129
Best/Worst Matchups	129
Kratos (PS3 Only)	130
Basic Moves	131
Chain Combos	131
Fast Tags	132
Tag Combos	133
Special Moves	134
Enhanced Moves	135
Wake-Up Moves	135
Intermediate Combos	136
Expert Combos	137
X-Ray Attacks	138
Finishing Moves	138
Best/Worst Matchups	138
Kung Lao	139
Basic Moves	140
Chain Combos	140
Fast Tags	141
Tag Combos	142
Special Moves	142
Enhanced Moves	143
Wake-Up Moves	144
Intermediate Combos	144
Expert Combos	145
X-Ray Attacks	146
Finishing Moves	146
Best/Worst Matchups	146
Lui Kang	147
Basic Moves	148
Chain Combos	148
Fast Tags	149
Tag Combos	150
Special Moves	151
Enhanced Moves	152
Wake-Up Moves	153
Intermediate Combos	153
Expert Combos	154
X-Ray Attacks	155
Finishing Moves	155

Best/Worst Matchups	155	Reptile	198	Chain Combos	242
Mileena	156	Basic Moves	199	Fast Tags	243
Basic Moves	157	Chain Combos	199	Tag Combos	244
Chain Combos	157	Fast Tags	200	Special Moves	245
Fast Tags	158	Tag Combos	201	Enhanced Moves	246
Tag Combos	158	Special Moves	201	Wake-Up Moves	247
Special Moves	159	Enhanced Moves	202	Intermediate Combos	247
Enhanced Moves	159	Wake-Up Moves	203	Expert Combos	248
Wake-Up Moves	160	Intermediate Combos	204	X-Ray Attacks	249
X-Ray Attacks	160	Expert Combos	205	Finishing Moves	249
Intermediate Combos	161	X-Ray Attacks	206	Best/Worst Matchups	249
Expert Combos	162	Finishing Moves	206	Smoke	250
Finishing Moves	163	Best/Worst Matchups	206	Basic Moves	251
Best/Worst Matchups	163	Scorpion	207	Chain Combos	251
Nightwolf	164	Basic Moves	208	Fast Tags	252
Basic Moves	165	Chain Combos	208	Tag Combos	252
Chain Combos	165	Fast Tags	209	Special Moves	253
Fast Tags	166	Tag Combos	209	Enhanced Moves	254
Tag Combos	167	Special Moves	210	Wake-Up Moves	255
Special Moves	168	Enhanced Moves	211	Intermediate Combos	255
Enhanced Moves	168	Wake-Up Moves	211	Expert Combos	256
Wake-Up Moves	169	X-Ray Attacks	211	X-Ray Attacks	257
Intermediate Combos	170	Intermediate Combos	212	Finishing Moves	257
Expert Combos	170	Expert Combos	213	Best/Worst Matchups	257
X-Ray Attacks	172	Finishing Moves	214	Sonya	258
Finishing Moves	172	Best/Worst Matchups	214	Basic Moves	259
Best/Worst Matchups	172	Sektor	215	Chain Combos	260
Noob	173	Basic Moves	216	Fast Tags	261
Basic Moves	174	Chain Combos	216	Tag Combos	261
Chain Combos	174	Fast Tags	217	Special Moves	262
Fast Tags	175	Tag Combos	218	Enhanced Moves	263
Tag Combos	175	Special Moves	218	Wake-Up Moves	264
Special Moves	176	Enhanced Moves	219	Intermediate Combos	265
Enhanced Moves	177	Wake-Up Moves	220	Expert Combos	266
Wake-Up Moves	178	X-Ray Attacks	220	X-Ray Attacks	267
X-Ray Attacks	178	Intermediate Combos	220	Finishing Moves	267
Intermediate Combos	179	Expert Combos	221	Best/Worst Matchups	267
Expert Combos	179	Finishing Moves	222	Stryker	268
Finishing Moves	180	Best/Worst Matchups	222	Basic Moves	269
Best/Worst Matchups	180	Shang Tsung	223	Chain Combos	269
Quan Chi	181	Basic Moves	224	Fast Tags	270
Basic Moves	182	Chain Combos	224	Tag Combos	270
Chain Combos	182	Fast Tags	225	Special Moves	271
Fast Tags	183	Tag Combos	225	Enhanced Moves	272
Tag Combos	184	Special Moves	226	Wake-Up Moves	273
Special Moves	184	Enhanced Moves	227	Intermediate Combos	273
Enhanced Moves	185	Wake-Up Moves	228	Expert Combos	274
Wake-Up Moves	186	Intermediate Combos	228	X-Ray Attacks	275
Intermediate Combos	187	Expert Combos	229	Finishing Moves	275
Expert Combos	188	X-Ray Attacks	230	Best/Worst Matchups	275
X-Ray Attacks	189	Finishing Moves	230	Sub-Zero	276
Finishing Moves	189	Best/Worst Matchups	230	Basic Moves	277
Best/Worst Matchups	189	Sheeva	231	Chain Combos	277
Raiden	190	Basic Moves	232	Fast Tags	278
Basic Moves	191	Chain Combos	232	Tag Combos	278
Chain Combos	191	Fast Tags	233	Special Moves	279
Fast Tags	192	Tag Combos	233	Enhanced Moves	280
Tag Combos	193	Special Moves	234	Wake-Up Moves	280
Special Moves	193	Enhanced Moves	235	X-Ray Attacks	281
Enhanced Moves	194	Wake-Up Moves	237	Intermediate Combos	281
Wake-Up Moves	195	Intermediate Combos	238	Expert Combos	282
X-Ray Attacks	195	Expert Combos	239	Finishing Moves	283
Intermediate Combos	196	X-Ray Attacks	240	Best/Worst Matchups	283
Expert Combos	196	Finishing Moves	240	Kombat Codes & Unlockables	284
Finishing Moves	197	Best/Worst Matchups	240	Kombat Codes	284
Best/Worst Matchups	197	Sindel	241	Achievements & Trophies	285
		Basic Moves	242	Character Tier Chart	287

INTRODUCTION & HISTORY

INTRODUCTION

One of the longest running and respected fighting games of our generation is back and gorier than ever with *Mortal Kombat*, a reboot of the classic fighting game series for the PlayStation 3 and Xbox 360. Fans of the earlier *Mortal Kombat* games, especially those from the competitive tournament days of *Mortal Kombat II* and *Ultimate Mortal Kombat 3*, will be pleased to know that the game was developed entirely in 2-D. While the gameplay itself does contain the basics from *Mortal Kombat vs. DC Universe*, the engine has been completely overhauled with new animations for every move and character, and the game is faster and infinitely more aggressive.

This also marks the first time a *Mortal Kombat* game has been released by a publisher other than Midway Games. WB Games in conjunction with NetherRealm Studios (which still retains the core of the development team from many of the previous games in the *Mortal Kombat* franchise) has maintained their stance from the last game, which does away with fighting style and weapon changes for each character. The gameplay is completely in 2-D with gorgeous 3-D backgrounds and landscapes. Many stages are reminiscent of classic backdrops from the 1992 *Mortal Kombat* game, *Mortal Kombat II*, and *Mortal Kombat 3*. Once again, the focus on close-quarters fighting will be on hand-to-hand combat and offensive style. An all-new Tag mode (similar to *Tekken Tag Tournament* and the *Marvel vs. Capcom* games) was included that allows help from a teammate in a 2 vs. 2 sensational bloody brawl. With the gameplay elements and depth being so vastly different between Tag mode and 1 vs. 1 Standard mode, *Mortal Kombat* contains two completely different fighting games in one package.

This guide has been specially designed to concentrate on the basics and advanced techniques that will ensure you become a better player online, against your friends, or in competitive fighting game tournaments. If you aren't a serious tournament player, there are still plenty of techniques and information for the single-player experience that will keep you busy for weeks! Now, read on and remember: There is no knowledge that is not power!



HISTORY

For nearly 20 years, the *Mortal Kombat* series has been action-packed, with everything from animalities to fatalities. The majority of fighting game fans have played some type of *Mortal Kombat* game, but with the re-launch of a new series nearly 20 years later, many players are unaware of the competitive, behind-the-scenes history of this legendary franchise.

MORTAL KOMBAT (ARCADE, 1992)

Released around the time when *Street Fighter II: Champion Edition* was king of the arcades, *Mortal Kombat* took game rooms across the country by storm. No longer were lines dominating around *Street Fighter*. Players flocked to see the blood and gore of the special “finishing moves” that each of the seven playable characters laid on their opponents, not even realizing that these gory fatalities had no effect on actual gameplay. The gameplay was very basic, introducing the Away-Toward moves (still in use today) set for many characters. This set the foundation for the “secretive nature” of the game with a secret character named Reptile, who could fight on only the Pit stage under specific circumstances, and the mysterious “Ermac,” found in the diagnostics test menu, who began to bring up many questions that could not be answered.

Eventually the series made its way to home systems with “Mortal Monday” commercials leading to massive sales for the Sega Genesis version, which had all the blood and gore of the arcade version via a code intact, and a Super Nintendo version, which suffered from poor controls and backlash among gamers for its lack of authenticity due to toned down fatalities, lack of blood, and subpar gameplay. *Mortal Kombat* made its way to Game Boy, Game Gear, Sega Master System, and even the Sega CD, complete with an authentic arcade soundtrack! Many “serious” fighting game players across the country had started to gain interest in *Mortal Kombat*, which was just the beginning....

MORTAL KOMBAT II (ARCADE, 1993)

In November of 1993, the “king” of fighting games in arcades was *Mortal Kombat II*. The addition of character-based sweeps, crouching low punches, low kicks, and high kicks, as well as overall faster gameplay speed, better graphics, and multiple finishing moves per character (including the introduction of babalities and friendships) made way for nearly two years of secrets, Internet theories, and players selling lists of moves and fatalities at local arcades.

Mortal Kombat II became more popular than any fighting game for the next eight years, and players cherished the secrecy and rumors that seemed to only magnify the popularity of the game. The addition of the secret characters Jade, Noob Saibot, and Smoke and the ability to play as Sonya and Kano (both were chained in the background in one stage) kept theories flying among



various message-board posters. The most infamous theory was the operator menu bookkeeping "Kano Transformations" moniker that kept player interest very high many years after the game's release.

Other interesting features include Kitana and Mileena "nudalities," a "hook" fatality in the Acid Pits, and playing as Kintaro (you could turn into him with a complex fatality, giving Shang Tsung three different fatalities). Competition was fierce and video-game magazines began featuring competitive strategies from well-known expert-level players in California. The introduction of the online matchmaking service of XBAND increased even more awareness for the Sega Genesis and Super Nintendo versions, with tens of thousands using this pre-broadband Internet service to play one another. Top online and offline tournament players included Jason "Lord Kwame" Cole, Jason "Mk2Assassin" De Heras, Jason "Dream Theater" Wilson, Martin Vega, Mr. Joker, Harkonen!!!, Jon "The Master Jon" Long, Graham Wolfe, and Eddie Ferrier.

MORTAL KOMBAT 3 AND ULTIMATE MORTAL KOMBAT 3 (ARCADE 1995)

With the hype of *Mortal Kombat* at an all-time high, Midway distributed completed arcade machines with running VHS demos of *Mortal Kombat 3* in action, one of the biggest teasers ever done in the history of arcade games. Before they were known as Sektor and Cyrax, their placeholder names, Ketchup and Mustard, were frequenting the running demo. And the most unique gameplay addition change that to this day is still debated among the *Mortal Kombat* elite: the addition of the Run button. Complaints among players about the "speed" of *Mortal Kombat II* led to the inclusion of the Run button and chain combos, creating a very high-speed, high-paced atmosphere.

Kombat Kodes were also added; with these, two players could input a code, allowing them to agree on specific game decisions, such as disabling throws, playing on certain stages, or modifying other aspects of gameplay. With many high-damage combos and exploitations in the original *MK3* game, an upgrade was available to operators that added new characters and rebalanced gameplay from the original *Mortal Kombat 3* characters, which had some highly questionable tactics. The most influential were Sub-Zero's Ice Clone and overall damage being modified, Kabal's damage on his main chain combo being significantly lowered, Cyrax not being able to trap opponents with nets and bombs for 100 percent combos, Jax's projectile being slowed down so you could not immediately throw one instantly after tossing one at an opponent, and Liu Kang not being able to do his chain combo after a bicycle kick (it was strictly limited to the corner only).

The addition of popular stalwarts such as Reptile, Scorpion, and Mileena were well received by fans and new characters such as Smoke (and his alter ego Human Smoke) and Ermac made their way up the tier list. Competitive play was staggered across the country in this game, as the XBAND versions were subpar with insane amounts of slowdown. This made the XBAND Super Nintendo version of *Mortal Kombat 3* unplayable.



However, if you were fortunate enough to live in Chicago from 1996 to 1998, you could play opponents all over the city, as certain arcades were linked up. T1 broadband lines played an alternate version of *Ultimate Mortal Kombat 3* with Noob Saibot as a selectable character. Rain still appeared in the opening sequence for this version as well but was not selectable. Wavenet locations with top players flooded the lines night and day at Friar Tuck's, Dennis' Place for Games, Diversions, Enchanted Castle, Waveland Bowling, Time Out at North Pier, Gala Lanes, and Times Square Arcade. Players such as Alex "Lex" Gilliam, Paulo Garcia, Adam Hernandez, Eddie Ferrier, Moe Mansour, Erik "Thrower" Calderon, Ahn Lu, and "Teacher" Lee were all recognized as being top *Ultimate Mortal Kombat 3* players in the country back in the day.

MORTAL KOMBAT 4 (ARCADE, 1997)

Three years was a long time to wait for a new version of *Mortal Kombat*, as many players had been spoiled over the years by quick releases, but the hype train for *Mortal Kombat 4* was enormous. A *Mortal Kombat 4* "Road Tour" was announced with stopovers at various arcades across the country, including Palace Park in Irvine, California; Enchanted Castle in Lombard, Illinois; and Grand Prix-Race-O-Rama in Dania, Florida. Dedicated cabinets featuring a new character emblazoned on the side art (Quan Chi) were rolled out for players who traveled all over the country to get a glimpse of the early gameplay action. Early versions of the game had Noob Saibot as a playable character in the middle of the screen (eventually replaced by Reiko) and introduced jump-in attacks to sweeps and a 3-D dodge move that allowed you to avoid projectiles by pressing the Run button twice. Jax's Quad Slam could be done six times if you knew a secret button combination after initiating a throw (this has returned in the current incarnation of *Mortal Kombat*).

For many months, Chicago players were rewarded with the capability of playing early "test" versions of the game in various locations around the city. Some of these versions had earlier music that ended up being scrapped in the final version of the game but was still intact on the MK4 "Musik" soundtrack that could be obtained via mail order. In particular, Diversions had a 39-inch deluxe *Mortal Kombat 4* cabinet with a VHS recorder inside that was removed daily during the early testing phases and helped with the overall balance and bug-testing process. The first and only national *Mortal Kombat 4* tournament with *Ultimate Mortal Kombat 3* and *Mortal Kombat II* side tournaments was held in 1998 at Super Just Games in Northbrook, Illinois, with top players from all over the country in attendance. Paulo Garcia took the *Mortal Kombat 4* tournament, Ahn Lu won the *Ultimate Mortal Kombat 3* tournament, and Jason Wilson won the *Mortal Kombat II* tournament.

THE 3-D YEARS

Mortal Kombat: Deadly Alliance (PlayStation 2, Xbox; 2002)

Mortal Kombat: Deception (PlayStation 2, Xbox; 2004)

Mortal Kombat: Armageddon (PlayStation 2, Xbox; 2006)

Mortal Kombat vs. DC Universe (PlayStation 3, Xbox 360; 2008)

The games listed here were the first "3-D" *Mortal Kombat* games. While they were also released on Nintendo GameCube and Wii, they were not used in competitive tournaments. With *Mortal Kombat 4* being the last arcade *Mortal Kombat* game, Midway concentrated specifically on consoles, and the MK balance shifted to a more *Tekken/Virtua Fighter*-oriented gameplay style. Juggles were still intact, but *Tekken* and *Virtua Fighter* veterans had distinctive advantages with their experience in the dodging, low, and mid game.

Mortal Kombat: Deception was insanely popular, with players loyal to other fighting game series flocking to *Mortal Kombat: Deception* online, but it would take another four years with the release of *Mortal Kombat vs. DC Universe* for competitive offline play to finally come to fruition. Players such as Bill "tombrady" Menoutis, Matt "shock" Luongo, and Joe "REO" Grosso made considerable strides in their efforts to make *Mortal Kombat* mainstream again. High-level tournament play for *Ultimate Mortal Kombat 3* and *Mortal Kombat Trilogy* has been making its way from the MKK Team in Venezuela. Combining MK vs. DC with *Ultimate Mortal Kombat 3* and *Mortal Kombat II* tournaments (all still popular in the northeast part of the United States) in the past couple of years have completely revitalized the tournament scene. With these trailblazing tournaments for the twenty-first century, it is likely we will all finally see *Mortal Kombat* get the royal treatment it deserves with two huge tournaments set in 2011!

BASIC INFO & TERMINOLOGY

BUTTON LAYOUT/CONTROLLER KEY

Mortal Kombat utilizes two different standard button-face layouts. The first is a standard controller layout with the attack buttons in the same positions on the PS3 and Xbox 360 controllers. The second button layout brings back the original arcade *Mortal Kombat* "X" style, with the Block button in the middle and the Tag button where the Run button was introduced in *Mortal Kombat 3* and *Mortal Kombat 4*. Each attack button for each character will be thoroughly detailed in each character's specific strategy section.

The basic methods of attack will require you to utilize all of the following:

Toward (tap the control pad or joystick toward your opponent)

Away (tap the control pad or joystick away from your opponent)

Down (tap the control pad or joystick down)

Up (tap the control pad or joystick up)

For easy reference, all of the combos and moves with motions or taps will be referred to using this key:

Attacks

Attack Name	Xbox 360	PS3
Attack 1 (Front Punch)	X	■
Attack 2 (Back Punch)	Y	▲
Attack 3 (Front Kick)	A	×
Attack 4 (Back Kick)	B	●

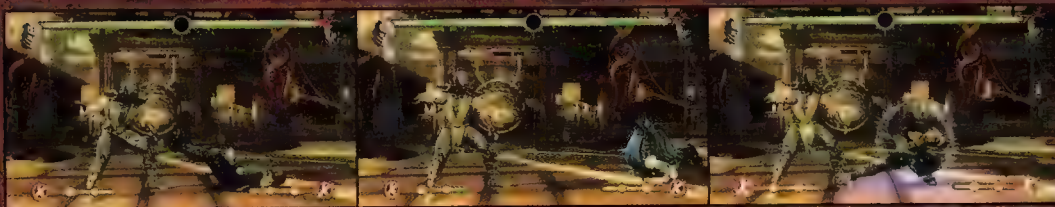
BASIC ATTACKS

Basic Attacks

Attack Name	Xbox 360	PS3
Block	(RT)	(R2)
Throw	A and X or (RB)	■ + ● or (R1)
Flip Stance	(LB) or A + B	X + ● or (L2)



GROUND/QUICK RECOVERY ATTACKS



Pressing any attack button or any direction on the control pad or joystick when your character hits the ground leads to a Quick Recovery.

Not pressing any attack button or any direction on the control pad or joystick when grounded or knocked down leads to a Normal Recovery.

Holding the Block button leads to a Delayed Recovery.

Performing certain special moves on the control pad or joystick when you are grounded will allow you to perform a Recovery Attack. Each one of these attacks is invincible for the first eight frames of animation, and your opponent will be hit by them if they are attacking you. Special moves that can be used as Recovery attacks are detailed in the "Character Strategies" section for each character.

NOTE

In many instances, Recovery can also be referred to as "Wake-Up." So a Recovery Attack may, at times, be referred to as a Wake-Up Attack.

AIR ATTACKS



Combo Starter: Attack 1 or Attack 2

Pop-Up Attacks: Jump-up Neutral Attack 1 or Jump-up Neutral Attack 2

Standard Jump Kick: Jumping Attack 3 or Attack 4 (can be done very late, hitting your opponent's toe!)

Stationary Jump Kick: Jump Straight Up + Attack 3 or 4

These attacks are performed while you're attacking an airborne opponent. They can do any one of the following: knock an opponent down, begin a Chain Combo, or begin a juggle combo.

SUPER METER



Located at the bottom of the screen under your characters, Super Meters are split into three sections and increase by doing the following: performing a special move, getting hit by any move (including regular moves), and having your opponent block your attacks (any moves). The Super Meter allows you to perform enhanced moves (1 bar), Breakers (2 bars), and X-Ray Attacks (3 bars).

Managing your Super Meter involves a lot of understanding your opponent's tendencies, knowing where you are healthwise during the match, and understanding attack setups. Some players use their meter quickly while others save for Breakers (defense against players that combo often) and X-Ray Attacks (huge damage payoff). The ability to read your opponent is necessary in order to properly manage your Super Meter.

TAG ATTACKS



Tag Attack: Down, Toward + Tag (uses one bar of Super Meter)

Tag Assist: Down, Back + Tag

Tag Out: Pressing the Tag button

Tag Attacks allow your partner to join in the matchup and perform the following possible moves: set up an attack that can be followed up in a combo, throw a projectile, or execute a special move designated in Tag Mode for your partner character only. Your tag partner can not be dealt damage if he/she is hit during their attempted offensive attack.

ENHANCED MOVES



In order to perform an enhanced move, press the Block button while performing any special move in the game.

This allows you to do a more powerful version of special moves that require one bar of your Super Meter in order to use. Similar to EX Moves in the *Street Fighter* series, enhanced moves change

the aspects of the special move (such as one projectile becoming two); in some cases, they change the way the move's properties work (e.g., Jade's Shadow Flash becomes invincible to all hits).

X-RAY ATTACKS



Pressing Attack 3 + Attack 4 + Block simultaneously or pressing LT + RT (Xbox 360) or L2 + R2 simultaneously (PS3) will allow you to perform an X-Ray Attack if three bars of your Super Meter are filled (to perform this on a joystick for any system, press Attack 3 + Block + Attack 4 simultaneously). X-Ray Attacks can be done in combos with some characters, and you can juggle your opponent after X-Ray Attacks with some characters.

X-Ray Attacks are the most powerful attacks in the game and can significantly change the course of a fight. Each one has armor, and for the first two frames you are completely invulnerable to damage. The defensive shield for the armor the X-Ray Attack has is capable of withstanding up to three attempted hits by an opponent at once while the X-Ray Attack is performed. In essence, an X-Ray Attack will go through any of the first three attacks an opponent throws, but the person performing the X-Ray Attack can still take damage from these attacks. If you are down to no life and you attempt to perform an X-Ray Attack, the first attempted

attack by an opponent will knock you out, thus ending the round. That is the only time an X-Ray Attack will falter to an attack other than being hit by another X-Ray or blocking (depending on the character).

GENERAL STRATEGIES

HIGH ATTACKS



High attacks are a basic level of attack that hits an opponent who is standing and not blocking. These attacks will not hit low, which means they are easily avoided by ducking, blocking while crouched, or blocking while standing. High attacks are generally the first hit for a chain combo string or as part of a midscreen or corner juggle. It is important to know that just because an attack “looks” like it hits high does not necessarily mean it does. Check the character moves lists in Chapter 4 for more information on specific attacks if you are uncertain about an attack.

MEDIUM ATTACKS



Probably the most important move in the game, medium attacks require your opponent to block standing up because they hit ducked opponents even when they are in the block-stun animation. Medium Attacks are deceptive because some of them look like they hit low, causing you to think that the natural state for your opponent to block would be in the low position. They are not formidable attacks on their own but are extremely deadly when used in chain combos that have an automatic medium attack as part of the chain combo; this causes you to block high in the middle of a combo if you start your blocking animation in the low position. It is very difficult to react to a medium attack in the middle of block strings, hence their importance in breaking your opponent's block.

LOW ATTACKS



These moves require you to block in a crouched position. Low attacks are offensive attacks that knock you down, such as a sweep, or a nonadvancing attack that slightly stuns your opponent. Characters with sweep attacks have a better chance at a high/low mix-up game, which can cause your opponent to block the wrong way just once, leaving them extremely vulnerable to being knocked down, comboed, or thrown. Low attacks are best utilized after a high attack or as a starting point to a chain combo because your opponent will not be expecting them as much.

OVERHEAD ATTACKS



Each character has a specific number of limited overhead attacks with varying speed that cause a ducking opponent who is blocking to be hit while still in the block. Based on the move's properties, some overhead attacks will knock the opponent up, acting as a pop-up attack and an overhead attack. A good

player will learn how to trick the opponent *after* performing an overhead attack. Usually players think they need to block standing up and away after being hit with the first overhead attack, which gives you the opportunity to perform a low attack, sweep, or grab. It's also important to note that not every character has a standardized overhead attack, but they will all have medium attacks that can also act as overheads or even pop-ups.

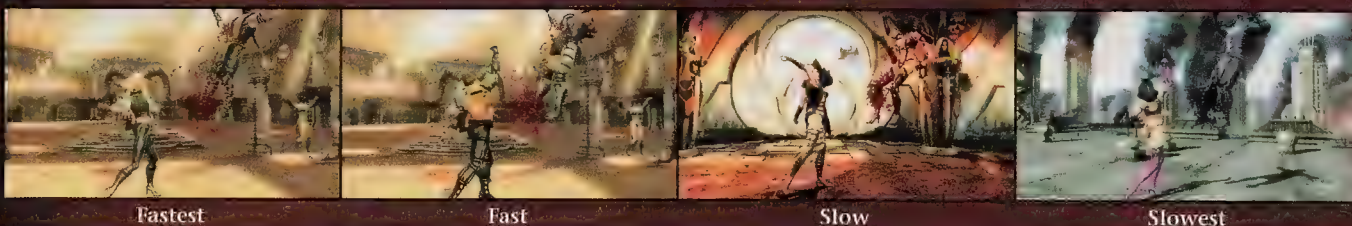
POP-UP ATTACKS



Pop-up attacks give you the opportunity to juggle your opponent for multiple hits and large amounts of damage if your execution skills are on point. Most pop-ups can be followed up with juggle attacks from various special moves and with timed punches performed by pressing standing Attack 1 or Attack 2.

Besides each character's specific moves that launch the opponent into the air, you can also pop the opponent up with any character by jumping straight up and pressing Attack 1 or Attack 2.

UPPERCUTS



Fastest

Fast

Slow

Slowest

Uppercuts are a general anti-air attack used to stop an opponent from jumping at you. These have been a staple of the *Mortal Kombat* series since the original release back in 1992 and continue to play an integral role during gameplay today. Each character can perform an Uppercut by pressing Down + 2. Certain characters have faster start-ups on their uppercuts while others have much slower start-ups which affect the timing of a counterattack against a jumping opponent. Listed below you will find the characters associated by their specific uppercut type:

Uppercut Speed

Fastest: Sonya, Noob, Kratos

Fast: Sektor, Jax, Cage, Liu Kang, Nightwolf, Kung Lao, Stryker, Quan-Chi

Average: Scorpion, Sub-Zero, Shang Tsung, Kano, Reptile, Ermac, Kabal, Cyrax, Sheeva, Kitana, Cyber Sub-Zero

Slow: Sindel, Baraka

Slowest: Mileena, Raiden, Jade, Smoke

COMBO STARTER



By jumping in with Attack 1 or 2, you can begin most chain combos with this additional hit. It is definitely the best of the jump-in attacks in the game and is the single most aggressive tactic that leaves your opponent on lockdown, causing them to guess and opening up a plethora of options for block-stun

and chain combos. Usually it is the basis for attack: jumping in at opportune moments away from the area of possible uppercuts or defensive jumping attacks.

CHAIN COMBOS



Standard chain combos are multihit attacks that each character can do by performing a sequence of predetermined button inputs. For example, one of Jax's chain combos is done by pressing Attacks 1, 2, and 3 in succession. If you are having trouble with the timing of the combo, you can always hold down the button of the last attack immediately after pressing the button for the second attack. The correct way of doing this would be to press Attacks 1, 2, then hold down the button for Attack 3, or you can just press the buttons as fast as possible and the game will automatically memorize them and perform the correct attacks (including those linked to special moves). The key to maximizing chain combos is to

find the ones that are most suitable for your character. When considering chain combos, use the three keys below:

1. Combos that are fast and have excellent recovery time.
2. Combos that start as high attacks and have medium attacks or end as low attacks.
3. Combos that start as low attacks and confuse your opponent into blocking incorrectly. As a bonus, you can also perform special moves that will count as combos after the second hit in a chain combo, but they will not count after the third hit.

SPECIAL MOVE CANCELS



Special move cancels are similar to two-in-ones from numerous other fighting games. The idea is that after most attacks, you can cancel that move if you quickly input the motion for a special move afterward. For example, you can press crouching Attack 4, then quickly do the motion for Jade's Shadow Kick

(Down, Toward, + Attack 4). This also works for moves that don't necessarily hit the character as a combo, but it creates a very high rate of confusion. With Raiden, try performing random Lightning after a high attack. If you are having problems performing the actual motion for special moves, you can tap Down and then Toward, or Down and then Away instead of actually performing the motion and pressing the Attack button (basically tapping the control pad as or and pressing whatever Attack button the special move is assigned to. This allows certain combos to be executed a bit easier.

CORNER



If you are on offense, the best place to lead your opponent is into the corner. The highest level of damage you can achieve on someone would be near the corner. You can juggle your opponent a finite amount of times, depending on the moves performed (usually limited to six additional hits after a jump-in

unless you start a combo outside the corner). If you are on defense, it is highly recommended to get away from the corner as much as possible. Many characters can trap you in the corner if you have not practiced what to do in certain situations, especially if you are being outspaced and outdistanced around sweep range.

BREAKERS



Breakers can be used to stop your opponent from attacking you, allowing you to either go on offense or just get out of any sticky situation. Some characters can also perform special moves after a successful Breaker. These can be performed only if you are getting hit during a chain combo—not while you

are blocking. You can perform a Breaker when you have two bars in your Super Meter filled. A lightning bolt in your Super Meter will be lit, denoting this. To perform a Breaker, hold Block and press or hold Towards on the control pad or joystick.

THROWS



By pressing **RB** (Xbox 360) or **R1** (PS3), you can throw your opponent and toss them to the ground. Your opponent can break throws by pressing Attack 1 or Attack 3 as soon as the characters are locked in a throwing animation with each other. You can also perform a Back Throw by holding Back on your controller or joystick while throwing, and you can perform a Forward Throw by holding Toward on your controller or joystick. It is important to note that characters who are ducking can avoid throws altogether as long as they are not blocking; however, they risk being hit by medium and low attacks. Only if you are holding Block while ducking are you able to be thrown.

DASH CANCELING AND BLOCK CANCELING



Dash canceling (or buffering) is necessary in order to perform many of the complex combos required for high-level gameplay. To perform a dash cancel, input Toward, Toward after performing any basic move. For example, if you press Attack 3 with any character and press Toward, Toward while the animation for Attack 3 is hitting your opponent, you will automatically dash at your opponent following the Attack 3. You can do this with any move, but it is extremely effective and timing based when performing complex juggle combos in the middle of the screen. (Attack 1, Dash Cancel, Attack 1, etc.).

Block canceling is performed by pressing Toward, then Block in a rhythmic fashion. This allows you to cover ground slightly quicker and lets you cancel into block-stun if you are being attacked. This works best if you want to cover a shorter distance than your normal dash allows. In some instances, you can also block cancel and immediately dash into a crouching position to further your offensive and defensive mind games.

JUGGLES AND AIR COMBAT



The staple of the *Mortal Kombat* series, juggling your opponent out of the air is a crucial gameplay component at high levels that can make or break a match. Standard juggles have always been performed by pressing a standing 1, then going into a special move. In this game, you have the freedom to extend your combos with the following possible juggle setups:

Standing 1, special move

Standing 1, dash toward opponent, Standing 1 (or Standing 1, 1) special move

Crouching 1, dash toward opponent, special move

Uppercut (you must uppercut your opponent at the peak of their jump), Standing 1 (or Crouching 1, or Dash Crouching 1), special move

Jump in with a late Attack 3 or 4, special move

Crouching 3, special move

Specific chain combos; Standing 1 or dashing toward your opponent; then Standing 1 or Standing 1, 1; special move.

A lot of these moves are also character-dependent, but the possibilities are very high for longer juggle combos with these types of setups. For example, it is possible to get three Gun Shots from Stryker in a single combo, with a little bonus for *Ultimate Mortal Kombat 3* veterans afterward!

BLOCK DAMAGE AND DAMAGE SCALING



Block damage is a very important part of the game that favors the aggressive player. When any basic or special move hits an opponent and they are pressing Block, they will incur block damage. This does not scale down and is specific to whether it is an enhanced move, a special move, or a basic move.

Standard damage inflicted on an opponent scales down if you repeat the same sequence (chain combo or repeated special move) over and over again and are successful in striking your opponent. The damage resets back to Normal immediately if you change your chain combo or special moves. Remember, this only works if your opponent is getting hit—not when they are blocking. Damage inflicted from a blocking attack will remain the same.

TAG COMBOS, FAST TAGS, AND TAG SPECIALS



During Tag mode only, pressing **Ⓒ** (Xbox 360) or **Ⓐ** (PS3) will allow you to tag in an opponent in 2 vs. 2 combat. Pressing Down, Toward + Tag allows you to perform a tag attack that brings in your partner, who will then perform a special move and become your controlled character. Pressing Down, Back + Tag allows you to perform a tag assist, which calls your teammate in; they will again perform a special move but will not stay in the game more than the time it took for your tag partner to perform their specific denoted tag assist. In order to perform a tag assist, you must have one bar available on your Super Meter. (Each character has a specific tag assist that is listed in each character's moves list.)

Tag assists are extremely useful in the sense that unlike the *Marvel vs. Capcom* series, your partner does not take any damage if hit when they are coming in during the actual assist. Your opponent can knock them out of the screen before they actually perform the assist, but that is the limit to the negative aspects of calling out an assist (unless, of course, you do not have one bar on your Super Meter to use). The damage they inflict and the combo possibilities with two characters stemming from an attempted assist is too useful to ignore; it is highly recommended to use this whenever you want to cross up an opponent or force them to block high or low, creating even crazier combo opportunities.

Each character has specific Fast Tag combos that are limited to two to three initial hits. By pressing the Tag button at the end of each assigned combo, your partner will safely "tag" in, and they will perform the last hit of the combo when they enter the arena. Standard tag combos are similar to chain combos and are character-specific. If you are just starting to play Tag mode, familiarize yourself with tag combos in order to take full advantage of the gameplay mechanics *Mortal Kombat* has to offer.

MODES

From Story to the top of the Challenge Tower

STORY MODE

To unlock Cyber Sub-Zero and Quan Chi, you will need to complete Story mode's 16 chapters. (Finishing Chapter 12 unlocks Cyber Sub-Zero and completing Chapter 16 unlocks Quan Chi.) Each chapter allows you to use a different character, and there are sections of Story mode that follow the timelines for the original *Mortal Kombat*, *Mortal Kombat II*, and *Mortal Kombat 3*, with a hint of what is to come at the end.

Most of Story mode is pretty straightforward, but there will be a few instances where you will have to fight as yourself against multiple characters. Conserve your energy and remember, fighting against a computer opponent is very different from fighting against a human. Repetition always works better against artificial intelligence, so keep that in mind!

Story Mode Chapters

Mortal Kombat timeline

- Chapter 1: Johnny Cage
- Chapter 2: Sonya
- Chapter 3: Scorpion
- Chapter 4: Cyrax
- Chapter 5: Liu Kang

Mortal Kombat II timeline

- Chapter 6: Jax
- Chapter 7: Smoke
- Chapter 8: Sub-Zero
- Chapter 9: Kitana
- Chapter 10: Jade
- Chapter 11: Kung Lao
- Chapter 12: Liu Kang

Mortal Kombat 3 timeline

- Chapter 13: Stryker
- Chapter 14: Kabal
- Chapter 15: Cyber Sub-Zero
- Chapter 16: Nightwolf
- Chapter 17: Raiden

ARENA LAYOUT AND COMBAT

In Practice mode or any multiplayer mode (Tag or standard 1 vs 1), if you press **Y** (Xbox 360) or **▲** (PlayStation 3) at the player select screen, you can select your fighting arena for battle. Pressing the Start button at this point allows you to select the classic arcade music from *Mortal Kombat*, *Mortal Kombat II*, and *Mortal Kombat 3* for that particular stage.

Arenas with Stage Fatalities

The Dead Pool



Hell



The Living Forest



The Pit



The Pit (Day)



The Street



Subway



Stages without Arena Fatalities

Armory



The Bell Tower



Challenge Tower



The Courtyard



The Courtyard (Night)



Desert



Evil Monastery



The Flesh Pits



Goro's Lair



The Graveyard



Kahn's Coliseum



The Pit (Bottom)



Rooftop (Dawn)



Rooftop (Day)



Rooftop (Dusk)



Shao Kahn's Throne Room



Soul Chamber



Shang Tsung's Gardens



Shang Tsung's Gardens (Night)



Shang Tsung's Throne Room



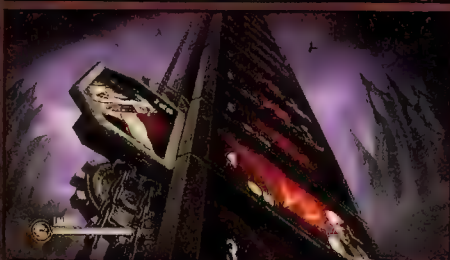
The Temple



Wastelands



CHALLENGE TOWER



There are 300 challenges in the Challenge Tower. Successfully finishing each one rewards you with coins for the Krypt, located in the Extras menu. These unlock finishing moves, artwork, and other exclusive Kontent that is sure to surprise even the most hardcore *Mortal Kombat* fanatics!

When going through the Challenge Tower, the majority of the challenges are self-explanatory, but there are a few that will keep you on your toes! We've broken down the most difficult challenges in order to give you some tips and tricks to make your way to the top! If you find a challenge too difficult, you can bypass it with accumulated coins if you go into the Details menu before the specified challenge. Completing Challenge Tower will take around six to seven hours.

CHALLENGE 9

CHALLENGE TASKS
• Kill 8 Tarkatans

ADDITIONAL INFO
• Using 100 Ground Pound
• Not on ground (must be in air)

Don't use your Ground Pound until you have killed about eight Tarkatans. Save up your Ground Pound to finish off the ones at the end of the screen, and spam your Wave Punch against the larger Tarkatan making his way toward you. It takes multiple hits to finish him off, and you need to make sure the screen is cleared to get good shots at him.



CHALLENGE 29

CHALLENGE TASKS
• Kill 10 Scorpions

ADDITIONAL INFO
• Scorpions must be killed with the Hell Fire (F4)

Scorpion takes damage only when in the light coming from the ceiling. Simply crouch down with Nightwolf and do an uppercut when Scorpion gets close. The worst that will happen is that he might hit you with an unblockable Hell Fire, but the trade-off is worth it, as Scorpion always seems to walk into uppercuts if you are simply ducking and not blocking.



CHALLENGE 11

CHALLENGE TASKS
• Kill 10 Reptiles

ADDITIONAL INFO
• Do 100 Ground Pound
• Do 100 Air Grab

A close Ground Pound followed by a jump kick into Air Grab will start the fury on Reptile, but you need to stay on him. A jump-in Combo Starter to a simple uppercut takes off a good amount of damage and allows you to keep pace with Reptile, who will turn invisible shortly afterward. Continue this pattern once you get a close Ground Pound and you should be fine.



CHALLENGE 47

CHALLENGE TASKS
• Kill 10 Sonya and Jax

ADDITIONAL INFO
• Do 100 Elbow Dash
• Do 100 Slow Force Ball

With only 60 seconds to defeat a very motivated and angry team of Sonya and Jax, your best bet is to use an Elbow Dash to knock either one of them down; then perform a Slow Force Ball (which neither of them will block) and an uppercut. You can continually perform variations of this pattern and should not have any problem defeating Jax and Sonya doing this. If you try and perform normal combos and aggressively pursue them, you will probably lose the match.



CHALLENGE 57



Use your slide continuously with Sub-Zero to knock the Tarkatan leader to the edge of obliteration and win the challenge!



CHALLENGE 62



As Cyrax, don't attack Kung Lao when he is down because he constantly uses his wake-up Spin. Use a couple of sweeps to get him down, then jump in at decent angles with a combo starter into an uppercut combo, or just use some chain combos up close. Because of the time limit, always remember to dash in after each chain combo to keep up the pressure.



CHALLENGE 77



Defeating Reptile and Ermac is not a problem, but this is your first fight against Goro! Simply jump in with a combo starter and hold up/toward to keep following him and crossing him up with a combo starter into Attack 1, or just a combo starter. You'll be surprised at how easy it is to defeat Goro almost flawlessly!



CHALLENGE 86



Jade's best way to attack using only special moves involves utilizing her Staff Smash, then juggling with her Shadow Kicks.



CHALLENGE 87



Defeating 10 Tarkatan Soldiers is easy if you use a combo starter into an uppercut as one strategy and Jade's double Shadow Kick juggle as another!



CHALLENGE 101



The Tarkatan soldiers that have arms will stay on the ground; the ones without arms will jump at you. This is the way to determine whether to use an air or a ground attack.



CHALLENGE 129



Zombie Jax and Sonya seemingly block everything and up-percut at will. There are angles you can jump in with a combo starter and do an uppercut, and there are also points where you can do Cage's Shadow Kick and Jax and Sonya will block and adapt. However, your best bet is to just move toward your opponent and tap 1, 1, 1.



Eventually they will stay in block-stun for a short while or get hit. Regardless, you will win the match fairly easily.

CHALLENGE 191



To defeat Zombie Goro, follow the same strategy as that for Challenge 77.



CHALLENGE 161



To defeat Shao Kahn within 30 seconds, jump in with a combo

starter and press 1, 1. Repeat this technique, or you can jump in with a combo starter and press Away + 3, 1, 2 to begin a juggle combo that will lead him into the corner for big damage.

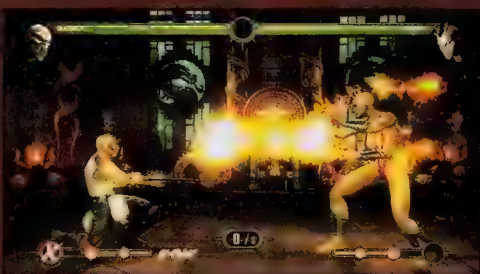


CHALLENGE 185



Don't immediately jump at Sheeva with Baraka; she will usually Air Grab you. Get into

a position where you can perform a combo starter into Attack 1, Chop Chop. Goro is a little bit trickier, as you have to avoid his wild punches that will occasionally hit you, but with the strategies mentioned earlier on how to defeat Goro, you should not have much of a problem. Against Kintaro, you can always hold up/toward and jump in with a combo starter and press Attack 1; then follow this up with the same repeating pattern and you will be fine. It may take a game or two to get the hang of dealing with



one Life Bar and only a little bit of health rejuvenation after each successfully defeated character, but you will!

CHALLENGE 203



Unlike the other boss characters, Kintaro's style is not to attack often;

therefore, Jade's golden opportunity comes with constant cross-ups and aggressive chain combos in order to floor the beast.



CHALLENGE 250



In order to avoid getting hit by Shao Kahn's upward shoulder thrust,

jump at him right before he is getting up and rush him down with varied three-hit chain combos—Attacks 1, 2, 1 or Attacks 2, 2, 1; both work well.



CHALLENGE 269



Your toughest challenge to date will be fighting an army of Shao Kahns!

Simply go to the screen's end and use Stryker's gun. Each successful set of shots will hit Shao Kahn and his attempted spear toss. When you see him throw the hammer, jump straight up and down over it, and repeat shooting the gun, jumping straight up over each hammer, and continuing to shoot when you land. When you defeat each Shao Kahn, watch where the new one appears onscreen, as you will need to jump away from him immediately in order to repeat your pattern.



CHALLENGE 275

First an army of Shao Kahns, and now an army of Goros awaits? Jump in at various

angles with a combo starter into uppercut. When Goro spins away to the screen's end, you can throw a projectile that will hit him. Afterward, get close to Goro once again and repeat your combo starter into uppercut pattern or a combo starter into a chain combo of your choice. Remember that crossing up Goro is the key to his ultimate demise.

CHALLENGE 286

A few well-timed jump kicks and up-close Attack 1s will get you the 10 hits necessary to use your mind control with Quan Chi and defeat Goro!

CHALLENGE 287

In order to complete this challenge, walk toward your opponent

(meaning press Away in this special mirrored control mode) and press Up + 2 after blocking Quan Chi's attacks.

CHALLENGE 299

Goro can defeat you in one hit; therefore, you must use Sheeva's

Jump Stomp almost exclusively to build up enough Super Meter for her X-Ray Attack. It is the only way to consistently get a perfect on Goro at this stage in the Challenge Tower.

CHALLENGE 300

This challenge is nearly impossible to defeat on the first try; you will need

to be perfect in order to stand a chance. Each time you lose, the difficulty level becomes progressively easier. Against Goro and Kintaro, make sure to use the same strategies from earlier challenges. Consider using a character with a quick-stunning 1, 1, 1-type combo, such as Liu Kang or Scorpion. While fighting Mileena, be patient against her and find the right angles to jump in with a combo starter if she allows it. If not, your best bet is to bait her into doing a Teleport Drop, then block and uppercut her. Shao Kahn can be defeated by throwing projectiles at him, blocking his spear, and jumping over his hammer. After all is said and done, you get to unlock a very sexy outfit for a very demented character!

Completing the following tasks in Challenge Tower will open the following bonuses in 1 Player Mode:

Completing Challenge 36 unlocks "Teak" in Test Your Might mode.

Completing Challenge 42 unlocks "A Test Your Sight Challenge" in Test Your Sight mode.

Completing Challenge 48 unlocks "Human Skulls" in Test Your Strike mode.

Completing Challenge 66 unlocks "Oak" in Test Your Might mode.

Completing Challenge 72 unlocks "A Test Your Sight Challenge" in Test Your Sight mode.

Completing Challenge 78 unlocks "Severed Heads" in Test Your Strike mode.

Completing Challenge 96 unlocks "Bamboo" in Test Your Might mode.

Completing Challenge 102 unlocks "A Test Your Sight Challenge" in Test Your Sight mode.

Completing Challenge 108 unlocks "Soul Box" in Test Your Strike mode.

Completing Challenge 126 unlocks "Head" in Test Your Might mode.

Completing Challenge 132 unlocks "A Test Your Sight Challenge" in Test Your Sight mode.

Completing Challenge 138 unlocks "Diamond Bricks" in Test Your Strike mode.

Completing Challenge 156 unlocks "Coal" in Test Your Might mode.

Completing Challenge 162 unlocks "A Test Your Sight Challenge" in Test Your Sight mode.

Completing Challenge 168 unlocks "Gold Bars" in Test Your Strike mode.

Completing Challenge 186 unlocks "Bricks" in Test Your Might mode.

Completing Challenge 192 unlocks "A Test Your Sight Challenge" in Test Your Sight mode.

Completing Challenge 198 unlocks "Marble" in Test Your Might mode.

Completing Challenge 216 unlocks "Silver" in Test Your Might mode.

Completing Challenge 222 unlocks "A Test Your Sight Challenge" in Test Your Sight mode.

Completing Challenge 228 unlocks "Gold" in Test Your Might mode.

Completing Challenge 240 unlocks "Iron" in Test Your Might mode.

Completing Challenge 246 unlocks "A Test Your Sight Challenge" in Test Your Sight mode.

Completing Challenge 252 unlocks "Titanium" in Test Your Might mode.

Completing Challenge 264 unlocks "Amber" in Test Your Might mode.

Completing Challenge 270 unlocks "A Test Your Sight Challenge" in Test Your Sight mode.

Completing Challenge 276 unlocks "Pearl" in Test Your Might mode.

Completing Challenge 288 unlocks "Sapphire" in Test Your Might mode.

Completing Challenge 294 unlocks "Diamond" in Test Your Might mode.

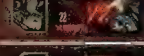
Completing Challenge 300 unlocks Mileena's Flesh Pitts Costume.

CHALLENGE TOWER CHART

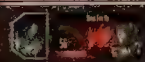
The following chart lists the name of each challenge, the coins earned by completing each challenge, the character(s) you will be using during each challenge, and the opponent(s) you will face.

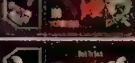
Challenge Missions

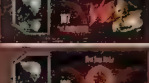
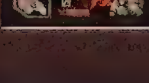
	#	Name of Challenge	Player	Partner (if any)	Opponents
	1	Training: Special Tech (100 coins)	Sonya		Jax
	2	Training: Defense (100 coins)	Sonya		Jax
	3	Training: Offense (200 coins)	Sonya		Jax
	4	Training: X-Ray Training (200 coins)	Sonya	Jax	Baraka
	5	Training: Finishing Techniques (200 coins)	Sonya	Jax	Baraka
	6	Test Your Might (100 coins)	Sonya		

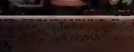
	#	Name of Challenge	Player	Partner (if any)	Opponents
	7	The Hard Way (100 koins)	Jax		Cyborg
	8	In-Terror-Cation (200 koins)	Jax		Baraka
	9	Ambushed! (200 koins)	Jax		Tarkatan
	10	This is the Pits! (200 koins)	Jax		Scorpion
	11	The Invincible Reptile	Jax		Reptile
	12	Test Your Sight (100 koins)	Jax		
	13	Hey Jerk (100 koins)	Johnny Cage		Stunt Man
	14	Round Two (100 koins)	Johnny Cage		Stunt Man
	15	Walking Dead (200 koins)	Johnny Cage		Zombie (Stunt)
	16	SWAT (200 koins)	Johnny Cage	Stryker	Zombie
	17	I'm a Celebrity (200 koins)	Johnny Cage	Director	Jax, Sonya
	18	Test Your Strike (100 koins)	Johnny Cage		
	19	One Hand Tied Behind Your Back (200 koins)	Scorpion		Jax
	20	I Hate Teddies (400 koins)	Scorpion		Mileena
	21	Yin And Yang (400 koins)	Scorpion	Sub-Zero	Raiden, Liu Kang
	22	I've Got Friends in Low Places (400 koins)	Scorpion		Raiden
	23	Poisoned Rage (400 koins)	Scorpion		Sub-Zero
	24	Test Your Luck (100 koins)	Scorpion		
	25	Foul Ball (100 koins)	Nightwolf		Sonya
	26	Reflect and Connect (100 koins)	Nightwolf		Sektor
	27	Spirit Walk (200 koins)	Nightwolf		Nightwolf
	28	Big Shoulders (200 koins)	Nightwolf		Ermac
	29	Ancestral Light (400 koins)	Nightwolf		Scorpion
	30	Shaolin Monk: Act 1 (200 koins)	Liu Kang	Kung Lao	Tarkatan Soldiers
	31	No Throw = No Go (100 koins)	Kano		Jax

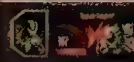
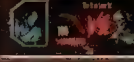
	#	Name of Challenge	Player	Partner (if any)	Opponents
	32	Demon Hunter (200 koins)	Kano		Demons
	33	Pulling My Strings (200 koins)	Kano		Quan Chi
	34	The Hell with This! (400 koins)	Kano		Scorpion
	35	Discombobulated (400 koins)	Kano		Quan Chi
	36	Test Your Might (100 koins)	Kano		
	37	Survive koins (Amount of Koin rewards depends on your performance)	Kabal		Kano
	38	Keep Away from Mel (200 koins)	Kabal		Sonya
	39	Bloody Pulp (200 koins)	Kabal		Sub-Zero
	40	Healing Light (200 koins)	Kabal		Stryker
	41	Assassination Proclamation (400 koins)	Kabal		Nightwolf
	42	Test Your Sight (100 koins)	Kabal		
	43	Stealth (200 koins)	Reptile		Liu Kang
	44	The Best Laid Plan (200 koins)	Reptile		Johnny Cage
	45	1st Responder (200 koins)	Reptile		Stryker
	46	Spin Cycle (200 koins)	Reptile		Kabal
	47	Who Ya Gonna Call? (400 koins)	Reptile		Jax, Sonya
	48	Test Your Strike (100 koins)	Reptile		
	49	Target Practice (100 koins)	Sektor		Cyrax
	50	Sheer Madness (200 koins)	Sektor		Mileena
	51	Rain of Ice (400 koins)	Sektor		Reptile
	52	Psychosis! (400 koins)	Sektor		Cyrax
	53	Frankenstein (800 koins)	Sektor	Cyrax	Kabal, Smoke
	54	Test Your Luck (100 koins)	Sektor		
	55	Your Time to Shine (200 koins)	Sub-Zero		Zombies

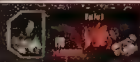
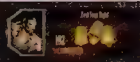
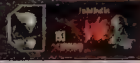
	#	Name of Challenge	Player	Partner (if any)	Opponents
	56	Mess You Up (200 koins)	Sub-Zero		Scorpion
	57	The Burning Man (200 koins)	Sub-Zero		Tarkatan Leader
	58	Out on a Limb (200 koins)	Sub-Zero		Kitana
	59	Resurrection! (800 koins)	Sub-Zero		Sheeva, Goro
	60	Shaolin Monk: Act 2 (400 koins)	Liu Kang	Kung Lao	Kitana, Jade
	61	Carnage Carnival (Amount of Koin rewards depends on your performance)	Cyrax		
	62	What Is Your Major Malfunction? (200 koins)	Cyrax		Kung Lao
	63	Fire and Forget... Literally (400 koins)	Cyrax		Sonya
	64	Glitch in the System (800 koins)	Cyrax		Liu Kang
	65	Power Down (800 koins)	Cyrax		Raiden
	66	Test Your Might (100 koins)	Cyrax		
	67	Friendly Sparring (200 koins)	Kung Lao		Liu Kang
	68	Not-So Friendly Sparring (400 koins)	Kung Lao		Liu Kang
	69	Hats Off! (400 koins)	Kung Lao		Raiden
	70	United Again (400 koins)	Kung Lao	Liu Kang	Zombies
	71	The Great Kung Lao (400 koins)	Kung Lao		Nightwolf
	72	Test Your Sight (200 koins)	Kung Lao		
	73	Prove Your Worth (200 koins)	Baraka		Tarkatan Soldiers
	74	But I'm His Favorite! (400 koins)	Baraka		Mileena
	75	Assault on the Palace (400 koins)	Baraka	Mileena	Tarkatan Soldiers
	76	Protect the Fallen (400 koins)	Baraka		Tarkatan Soldiers
	77	Now You Are Just Showing Off... (1,200 koins)	Baraka		Reptile, Ermac, Goro
	78	Test Your Strike (200 koins)	Baraka		
	79	Horse (400 koins)	Kitana		Jade
	80	Projected Anger (400 koins)	Kitana		Mileena

	#	Name of Challenge	Player	Partner (if any)	Opponents
	81	When Brigands Attack! (400 koins)	Kitana		Tarkatan Soldiers
	82	Frost Bitten (400 koins)	Kitana		Sub-Zero
	83	Sibling Rivalry (800 koins)	Kitana	Jade	Mileena
	84	Test Your Luck (100 koins)	Kitana		
	85	Arm-ageddon (200 koins)	Jade		Sindel
	86	It's Not Easy (200 koins)	Jade		Reptile
	87	Portality (400 koins)	Jade		Tarkatan Soldiers
	88	Watch the Face (400 koins)	Jade		Johnny Cage
	89	Specials Are My Thing (400 koins)	Jade		Scorpion, Stryker
	90	Shaolin Monk: Act 3 (400 koins)	Liu Kang	Kung Lao	Baraka, Reptile
	91	Fury of the Ancestors (200 koins)	Nightwolf		Sektor
	92	Storm Front (200 koins)	Nightwolf		Kabal
	93	Clarity (200 koins)	Nightwolf		RuuTuu
	94	Ancestral Weapons (400 koins)	Nightwolf		Baraka
	95	Soul Glow (400 koins)	Nightwolf		Kano, Kabal, Ermac, Scorpion
	96	Test Your Might (200 koins)	Nightwolf		
	97	Kats' Klawz (200 koins)	Mileena		Kitana
	98	Only a Matter of Time (400 koins)	Mileena		Jade
	99	Fire Walls (400 koins)	Mileena		Nightwolf
	100	Meteor Kombat (800 koins)	Mileena		Sindel
	101	Back to Back (800 koins)	Mileena	Baraka	Tarkatan
	102	Test Your Sight (800 koins)	Mileena		
	103	Air Cannon (100 koins)	Smoke		Liu Kang
	104	Barriers (100 koins)	Smoke		Reptile

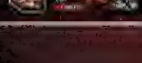
	#	Name of Challenge	Player	Partner (if any)	Opponents
	105	Now You See Me (400 koins)	Smoke		Kung Lao
	106	Tireless Assault (400 koins)	Smoke		Raiden
	107	The Lair of the Beast (400 koins)	Smoke		Sheeva
	108	Test Your Strike (400 koins)	Smoke		
	109	Rainbow Kombat (100 koins)	Quan Chi		Kitana
	110	It's Alive! (400 koins)	Quan Chi		Scorpion
	111	Don't Take Too Long (400 koins)	Quan Chi		Sonya
	112	Win Quickly (400 koins)	Quan Chi		Mileena
	113	Dance Magic Dance (800 koins)	Quan Chi		Shang Tsung
	114	Test Your Luck (200 koins)	Quan Chi		
	115	High Noon (100 koins)	Stryker		Sonya
	116	Kiss Kiss Bang Bang (200 koins)	Stryker	Sonya	Zombies
	117	Power Up! (200 koins)	Stryker		Jax
	118	Make Your Move (400 koins)	Stryker		Reptile
	119	I've Fallen And I Can't Get Up (400 koins)	Stryker		Kano
	120	Shaolin Monk: Act 4 (400 koins)	Liu Kang	Kung Lao	Scorpion, Sub-Zero
	121	SlowMo Kombat (200 koins)	Raiden		Nightwolf
	122	Listen To Your Elders (200 koins)	Raiden		Sub-Zero
	123	Life Swap (200 koins)	Raiden		Johnny Cage
	124	Have to Share (200 koins)	Raiden		Kung Lao
	125	Elder Gods Wrath (400 koins)	Raiden		Quan Chi, Shang Tsung, Ermac
	126	Test Your Might (400 koins)	Raiden		
	127	CUT! (Amount of Koin rewards depends on your performance)	Johnny Cage		Director
	128	Double Trouble (200 koins)	Johnny Cage		Johnny Cage (TWIN)
	129	Old Friends For Dinner (400 koins)	Johnny Cage		Jax, Sonya

	#	Name of Challenge	Player	Partner (if any)	Opponents
	130	They Have Adapted (400 koins)	Johnny Cage	Stryker	Zombie
	131	Eau De Goro (1,600 koins)	Johnny Cage		Goro
	132	Test Your Sight (400 koins)	Johnny Cage		
	133	Gotcha! (200 koins)	Jax		Kano
	134	New Jax City (400 koins)	Jax		Kabal
	135	Earthquake (400 koins)	Jax		Sheeva
	136	Don't Lose Your Head (800 koins)	Jax	(Sonya)	Sektor
	137	Cyber Wars (800 koins)	Jax		Cyrax, Sektor, Cyber Sub-Zero
	138	Test Your Strike (800 koins)	Jax		
	139	Specials Anyone (200 koins)	Sindel		Ermac
	140	The Queens Guard (200 koins)	Sindel	Mileena	Zombies
	141	Magnetic Floor (400 koins)	Sindel		Baraka
	142	Slow And Painful Death (400 koins)	Sindel		Cyrax
	143	Turn on the Light (800 koins)	Sindel	Nightwolf	Sektor
	144	Test Your Luck (200 koins)	Sindel		
	145	Backup Arrives (200 koins)	Sonya	Jax	Kano, Kabal
	146	Against Super Strength (200 koins)	Sonya		Nightwolf
	147	Scarface (400 koins)	Sonya		Kabal
	148	It's Kombat Time! (1,600 koins)	Sonya		Mileena, Sindel, Kitana, Jade
	149	It's All Led up to This (Amount of Koin rewards depends on your performance)	Sonya		Kano
	150	Goro-owned (400 koins)	Goro		Johnny Cage, Kung Lao, Sonya, Liu Kang, Raiden
	151	Don't Hit a Girl (200 koins)	Noob		Sonya
	152	Together Forever (200 koins)	Noob		Smoke

	#	Name of Challenge	Player	Partner (if any)	Opponents
	153	I'll Hit a Lady (400 koins)	Noob		Jade
	154	Home Team Advantage (400 koins)	Noob		Quan Chi
	155	Still a Noob (800 koins)	Noob		Johnny Cage
	156	Test Your Might (400 koins)	Noob		
	157	Sparring-Specials (100 koins)	Liu Kang		Raiden
	158	I Will Drink Your Soul (200 koins)	Liu Kang		Shang Tsung
	159	Bloodsport! (400 koins)	Liu Kang		Reptile
	160	Combo to Win (800 koins)	Liu Kang		Sheeva
	161	This Hammer Is My Hammer (1,600 koins)	Liu Kang		Shao Kahn
	162	Test Your Sight (400 koins)	Liu Kang		
	163	Split Up (400 koins)	Cyrax		Kitana
	164	Leaking Oil (400 koins)	Cyrax	Sektor	Noob, Smoke
	165	Drain Game (400 koins)	Cyrax		Sektor
	166	System Crash (800 koins)	Cyrax		Sektor
	167	Upgrade Complete! (1,600 koins)	Cyrax		Kano, Noob, Cyber Sub-Zero
	168	Test Your Strike (1,600 koins)	Cyrax		
	169	Use It or Lose It (400 koins)	Sub-Zero		Noob
	170	Right to Bear Arms (400 koins)	Sub-Zero		Scorpion
	171	The Common Cold (400 koins)	Sub-Zero		Sindel
	172	Retro Reincarnation (400 koins)	Sub-Zero (Alt)		Scorpion (Alt)
	173	Hyper Kombat (800 koins)	Sub-Zero		Mileena
	174	Test Your Luck (200 koins)	Sub-Zero		
	175	Going All Out (200 koins)	Ermac		Smoke
	176	Floor of Flame (400 koins)	Ermac		Kabal
	177	Super Charger (400 koins)	Ermac		Sindel

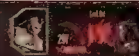
	#	Name of Challenge	Player	Partner (If any)	Opponents
	178	Wait for It (400 koins)	Ermac		Mileena
	179	See Saw (800 koins)	Ermac		Noob, Sub-Zero
	180	Shaolin Monk: Act 5 (800 koins)	Liu Kang	Kung Lao	Shang Tsung, Goro
	181	Dismembering the Good Times! (Amount of Koin rewards depends on your performance)	Baraka		Tarkatan Soldiers
	182	Enough Is Enough! (400 koins)	Baraka		Tarkatan Soldiers
	183	There Can Only Be One (400 koins)	Baraka		Tarkatan General
	184	Rogue Element (800 koins)	Baraka	Mileena	Reptile
	185	Four Arms (1,600 koins)	Baraka		Sheeva, Goro, Kintaro
	186	Test Your Might (400 koins)	Baraka		
	187	Playing with Fire (200 koins)	Shang Tsung		Liu Kang
	188	Arise from Grave (400 koins)	Shang Tsung		Liu Kang
	189	No Seriously, I'm Popular (400 koins)	Shang Tsung		Jade
	190	To Do List (800 koins)	Shang Tsung		Kintaro
	191	Hyper Kombat 2 (800 koins)	Shang Tsung	Kitana	Noob, Smoke
	192	Test Your Sight (800 koins)	Shang Tsung		
	193	I'm Not Dead Yet (200 koins)	Smoke		Noob
	194	Life Swap 2 (400 koins)	Smoke		Kabal
	195	Bleeding Out (400 koins)	Smoke	Quan Chi	Kano, Shang Tsung
	196	Smoke Him Out (800 koins)	Smoke		Sindel
	197	Slow Motion (800 koins)	Smoke		Sub-Zero
	198	Test Your Might (400 koins)	Smoke		
	199	I Feel Sick (400 koins)	Jade		Johnny Cage (Alt)
	200	Out on a Limb 2 (400 koins)	Jade		Goro

	#	Name of Challenge	Player	Partner (if any)	Opponents
	201	You've Already Won Me Over (800 koins)	Jade		Sindel, Sheeva
	202	Lean My Way (800 koins)	Jade		Mileena
	203	Shao Kahn (800 koins)	Jade		Kintaro
	204	Test Your Luck (800 koins)	Jade		
	205	Money For Specials (Amount of Koin rewards depends on your performance)	Scorpion		Jade
	206	Fire and Ice (200 koins)	Scorpion	Sub-Zero	Cyber Sub-Zero
	207	You Killed My Family (400 koins)	Scorpion		Sub-Zero
	208	Elemental Balance (800 koins)	Scorpion		Sub-Zero
	209	Orange You Glad I Came (800 koins)	Scorpion	Sub-Zero	Shao Kahn
	210	Shaolin Monk: Final Act (800 koins)	Liu Kang	Kung Lao	Shao Kahn, Kintaro
	211	Defend the Temple (200 koins)	Kung Lao	Liu Kang	Zombie
	212	Total Chaos (400 koins)	Kung Lao		Liu Kang
	213	Hats Off to You (800 koins)	Kung Lao		Liu Kang
	214	Wasted (800 koins)	Kung Lao		Mileena, Jade
	215	Revenge! (800 koins)	Kung Lao		Goro
	216	Test Your Might (400 koins)	Kung Lao		
	217	Out on a Limb 3 (200 koins)	Kabal		Sub-Zero
	218	Desire You (200 koins)	Kabal		Sonya
	219	Red Light Green Light (400 koins)	Kabal		Cyrax
	220	Blood Brothers (400 koins)	Kabal	Kano	Quan Chi, Shang Tsung
	221	Lord of the Netherrealm (800 koins)	Kabal		Demon
	222	Test Your Sight (800 koins)	Kabal		
	223	An Offer You Can't Refuse (200 koins)	Reptile		Kitana
	224	Slime to Go (200 koins)	Reptile		Reptile (Alt)
	225	Master of Ice (200 koins)	Reptile		Sub-Zero

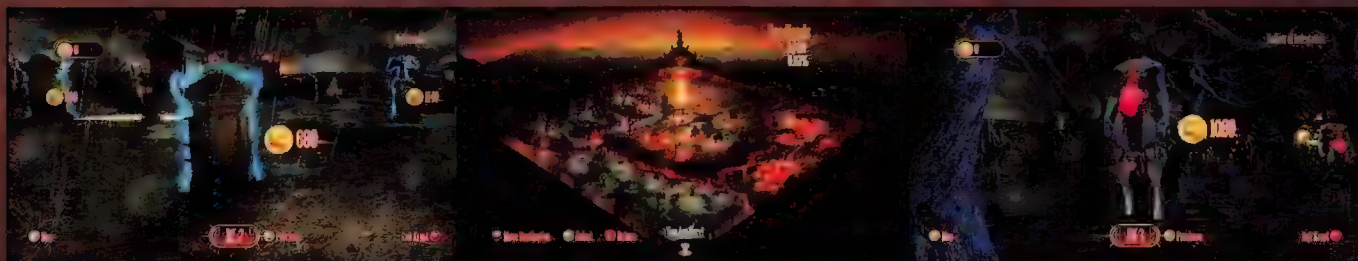
	#	Name of Challenge	Player	Partner (if any)	Opponents
	226	Unit 5...Alive? (400 koins)	Reptile		Cyborg
	227	Cyborg-Absorb (800 koins)	Reptile		Cyrax, Sektor
	228	Test Your Might (800 koins)	Reptile		
	229	Balls Out... (Amount of Koin rewards depends on your performance)	Kano		Kung Lao, Johnny Cage, Stryker, Liu Kang, Sonya
	230	Catch Me If You Can (400 koins)	Kano		Jax
	231	Bloodbath (400 koins)	Kano		Ermac
	232	I'm Baaacckkkk... (800 koins)	Kano		Scorpion (Flaming)
	233	This Force Is Special? (1,600 koins)	Kano		Cyrax, Sonya, Stryker, Jax
	234	Test Your Luck (800 koins)	Kano		
	235	We're All Vampires? (200 koins)	Sindel		Mileena
	236	Good to Be Queen (200 koins)	Sindel		Raiden, Jade, Kitana
	237	Scream Your Head Off (200 koins)	Sindel (Alt)		Mileena
	238	I'm So Special (400 koins)	Sindel		Ermac
	239	Flying Fists of Fury (800 koins)	Sindel		Kitana
	240	Test Your Might (800 koins)	Sindel		
	241	Big Payday (Amount of Koin rewards depends on your performance)	Kitana		Jade
	242	The Shokan Inquisition (400 koins)	Kitana		Sheeva
	243	The Bitch Is Back (800 koins)	Kitana		Sheeva
	244	A Slow Drip (800 koins)	Kitana	Jade	Quan Chi, Sindel
	245	Up in the Air (1,600 koins)	Kitana		Kitana
	246	Test Your Sight (800 koins)	Kitana		
	247	Deadly Dalliance (400 koins)	Shang Tsung		Quan Chi
	248	Robot Buddies (400 koins)	Shang Tsung	Cyrax	Raiden, Sektor

	#	Name of Challenge	Player	Partner (if any)	Opponents
	249	Super Drain (800 koins)	Shang Tsung		Kabal
	250	It's Not My Baby (800 koins)	Shang Tsung		Shao Kahn
	251	Bring It On (1,600 koins)	Shang Tsung		Baraka, Sindel, Shao Kahn
	252	Test Your Might (800 koins)	Shang Tsung		
	253	En-Lightning! (400 koins)	Raiden		Nightwolf
	254	I'm a Vampire (400 koins)	Raiden		Sindel
	255	Earth Is Screwed (400 koins)	Raiden		Kung Lao, Stryker, Liu Kang
	256	Deadly Alliance! (800 koins)	Raiden		Shang Tsung, Quan Chi
	257	Hell (800 koins)	Raiden		Noob
	258	Test Your Luck (800 koins)	Raiden		
	259	Who's There (400 koins)	Noob		Smoke
	260	All Flipped Up (400 koins)	Noob		Kabal
	261	The Healing Exchange (400 koins)	Noob	Ermac	Sonya, Kitana
	262	Brother on Brother (800 koins)	Noob		Sub-Zero
	263	Noob Unbound (1,600 koins)	Noob		Reptile, Scorpion, Baraka
	264	Test Your Might (1,600 koins)	Noob		
	265	Grenade Toss (Amount of Koin rewards depends on your performance)	Stryker		
	266	The Duel (200 koins)	Stryker		Stryker (Alt)
	267	Lock N Load (400 koins)	Stryker		Ermac
	268	Life Swap 3 (800 koins)	Stryker		Sindel
	269	This Is Insane! (3,200 koins)	Stryker		Shao Kahn
	270	Test Your Sight (1,600 koins)	Stryker		
	271	Madness (400 koins)	Ermac		Liu Kang
	272	Time Critical (400 koins)	Ermac		Noob
	273	Fists of Fury (800 koins)	Ermac		Shang Tsung

	#	Name of Challenge	Player	Partner (if any)	Opponents
	274	All the Right Moves (800 koins)	Ermac		Liu Kang
	275	Army of What? (3,200 koins)	Ermac		Goro
	276	Test Your Might (1,600 koins)	Ermac		
	277	Low High (400 koins)	Mileena		Kabal
	278	Seek the Warmth (400 koins)	Mileena		Kung Lao
	279	But I'm a Vampire! (400 koins)	Mileena		Smoke
	280	Hyper Kombat 3 (800 koins)	Mileena		Sindel
	281	Rock Your World (1,600 koins)	Mileena		Kitana
	282	Test Your Luck (1,600 koins)			Mileena
	283	Survive This (200 koins)	Quan Chi		Smoke
	284	Hot Potato (400 koins)	Quan Chi		Reptile
	285	Armed and Dangerous (800 koins)	Quan Chi		Stryker
	286	Puppet Master (1,600 koins)	Quan Chi		Goro
	287	Mirror Realm (1,600 koins)	Quan Chi		Quan Chi
	288	Test Your Might (1,600 koins)	Quan Chi		
	289	Who Am I (400 koins)	Random		Kitana
	290	Change is a Good Thing (400 koins)	Random		Sindel
	291	Hold on a Minute (400 koins)	Random		Cyrax
	292	Do the Robot (800 koins)	Cyber Sub-Zero		Sektor
	293	Knock'em Clock'em Ninja Bot (800 koins)	Cyber Sub-Zero		Sektor
	294	Test Your Might (1,600 koins)	Cyber Sub-Zero		
	295	Four Arms Are Better Than Two (400 koins)	Sheeva		Baiden
	296	Bloodthirst (800 koins)	Sheeva		Sindel

	#	Name of Challenge	Player	Partner (if any)	Opponents
	297	Lock On! (800 koins)	Sheeva		Sektor
	298	Just a Scratch (800 koins)	Sheeva	Baraka	Quan Chi, Shang Tsung
	299	Boy That Guy Is Strong (3,200 koins)	Sheeva		Goro
	300	End Game (10,000 koins)	Choose		Goro, Kintaro, Mileena (Naked), Shao Kahn

KRYPT



As in previous *Mortal Kombat* games, conceptual art, costumes, and even fatalities are unlocked via this section of the game. You can earn Koins to use in the Krypt if you are signed in to a profile and doing the following:

Test Your Luck – When playing the mode outside of the Challenge Tower, if the “Lucky” reel comes up you will be awarded Koins for winning the match. If you get multiple “Lucky” reels, you will get multiple Koin awards.

Test Your Might, Sight and Strike – All award Koins the first time they are beaten in the Challenge Tower and every time they are beaten if played outside the Challenge Tower. You are awarded only 60 Koins per success outside the Challenge Tower though.

Krypt – Opening certain objects will awards Koins (Secret areas)

Regular Ladder, Tag Ladder (Single Player tag team in Ladder Mode) and Team Ladder (2P Tag Team in Ladder Mode) – Koins are awarded for combos performed; Koin amounts depend on combo damage and difficulty setting. In addition, Koins are also awarded for flawless victories and performing Finishing Moves.

Once an item has been purchased it can be viewed within Nekropolis. Pressing the  button on Xbox 360 and  on PlayStation 3 will bring up the map at any time in order for you to view and/or select the overworld area of the Krypt that is divided into five subsections. In certain instances, opening certain graves/death traps will allow you to discover secret “Krypt Collectibles” that can be claimed in Nekropolis (alternate costumes, etc).

The chart listed below contains a list of some locations with unlockables that you will find while exploring the Krypt. You will need nearly 300,000 Koins in order to open everything in the Krypt. If you are having problems locating a particular grave/death trap you can go to the map screen and head to the desired destination (Deadlands, Bloodmarsh, Meadow of Despair, Hollow of Infestation). You will automatically appear in front of the first numerical grave/death trap that you have not unlocked. For example, if you have opened up the first 12 graves in the Deadlands and are wandering around Bloodmarsh, you can head to the Map screen, change the desired area to Deadlands, and you will automatically appear at DL13.

Deadlands: 121 unlockables (1 secret) (DL)

Bloodmarsh: 83 unlockables (1 secret) (BM)

Meadow of Despair: 55 unlockables (1 secret) (MD)

Hollow of Infestation: 40 unlockables (1 secret) (HI)

Nekropolis: User view only

Deadlands

Loc.	Koins Req.	Reward	Type of Reward	Gameplay Unlockable	Krypt Collectible
DL-1	0	Headless Kombat 808-808	Kombat Kode		
DL-2	680	Temple Music	BMG		
DL-3	1100	Cage Fatality Sketch	Art		
DL-4	900	Dead Pool Concept	Art		
DL-5	1140	Jade's 2nd Fatality	Fatality	Second Fatality Kode	Half Mast
DL-6	800	Stryker Primary Costume Concept	Art		
DL-7	1160	Reptile Alternate Costume Concept	Art	Costume Krypt Key	Egg of the last Saurian
DL-8	900	Pit (Night) Concept	Art		
DL-9	1020	Wasteland Music	BMG		
DL-10	1200	Blocking Disabled 020 - 020	Kombat Kode		
DL-11	900	Cyber Sub-Zero Concept	Art		
DL-12	800	Jumping Disabled 831 - 831	Kombat Kode		
DL-13	1150	Evil Monastery Concept	Art		
DL-14	1000	Kitana Primary Costume Concept	Art		
DL-15	1200	Johnny Cage Alternate Costume Concept	Art	Costume Krypt Key	Cage's Sunglasses
DL-16	800	Rooftop (Dawn) Concept	Art		
DL-17	1020	No Blood 900 - 900	Kombat Kode		
DL-18	960	Hell Speed Painting 2	Art		
DL-19	1100	Sonya Fatality Sketch	Art		
DL-20	900	Scorpion Shadow Render	Art		
DL-21	920	Ermac's 2nd Fatality	Fatality	Second Fatality Kode	Pest Control
DL-22	750	Tormentor Model	Art		
DL-23	1150	Sektor Fatality Sketch	Art		
DL-24	880	Noob Primary Costume Concept	Art		
DL-25	1020	Dark Kombat 022 - 022	Kombat Kode		
DL-26	1100	Armory Music	BMG		
DL-27	1040	Sonya Primary Costume Concept	Art		
DL-28	1200	Sheeva Alternate Costume Concept	Art	Costume Krypt Key	Sheeva's Shokan Talisman
DL-29	750	TaiGore Model	Art		
DL-30	1000	Kano Fatality Sketch	Art		
DL-31	880	Raiden Render	Art		
DL-32	1060	Hyper Fighting 091 - 091	Kombat Kode		
DL-33	980	Amory Concept	Art		
DL-34	900	Baraka Alternate Damage Concept	Art		
DL-35	1200	Scorpion Fatality Sketch	Art		
DL-36	1160	Mileena Reveal Render	Art		
DL-37	1040	Kaba's 2nd Fatality	Fatality	Second Fatality Kode	It Takes Guts
DL-38	900	Courtyard (Night) Concept	Art		
DL-39	1000	Jax Primary Costume Concept	Art		
DL-40	1080	Baraka Alternate Costume Concept	Art	Costume Krypt Key	Baraka's Blades
DL-41	880	Sindel Render	Art		
DL-42	1140	Flesh Pits Concept	Art		
DL-43	1100	Health Recovery 012 - 012	Kombat Kode		
DL-44	800	Scorpion Reveal Render	Art		
DL-45	1060	Dead Pool Victim Concepts	Art		
DL-46	950	Ermac Primary Costume Concept	Art		
DL-47	1100	Sektor Alternate Costume Concept	Art	Costume Krypt Key	Sektor's Rocket
DL-48	980	Courtyard (Night) Music	BMG		
DL-49	1020	Courtyard Speed Painting 2	Art		
DL-50	1020	Kombos Disabled 931 - 931	Kombat Kode		

Loc.	Koins Req.	Reward	Type of Reward	Gameplay Unlockable	Krypt Collectible
DL-51	920	Scorpion Primary Costume Concept	Art		
DL-52	1000	Kano Primary Costume Concept	Art		
DL-53	1100	Hell Fatality Sketch	Art		
DL-54	860	Shao Kahn's Throne Room Concept	Art		
DL-55	1060	DeadPool Speed Painting 1	Art		
DL-56	890	Stryker Alternate Costume Concept	Art	Costume Krypt Key	Stryker's Baton and Pistol
DL-57	880	Desert Speed Painting 2	Art		
DL-58	1080	Rooftop (Dusk) Music	BMG		
DL-59	1100	Armory Speed Painting 2	Art		
DL-60	820	Graveyard Speed Painting 1	Art		
DL-61	900	Desert Music	BMG		
DL-62	1020	Sindel Primary Costume Concept	Art		
DL-63	1500	Quan Chi Alternate Costume Concept	Art	Costume Krypt Key	Quan Chi's Amulet
DL-64	1180	Kabal Fatality Sketch	Art		
DL-65	900	Shao Kahn Render	Art		
DL-66	820	DeadPool Speed Painting 2	Art		
DL-67	940	Pit (Day) Concept	Art		
DL-68	820	Koliseum Speed Painting 2	Art		
DL-69	1200	Kitana Alternate Costume Concept	Art	Costume Krypt Key	Kitana's Fans
DL-70	1000	Kabal Primary Costume Concept	Art		
DL-71	740	Graveyard Music	BMG		
DL-72	1140	Desert Speed Painting 1	Art		
DL-73	1160	Disable Foreground Objects 001 - 001	Kombat Kode		
DL-74	1200	Sub-Zero Render	Art		
DL-75	800	Flesh Pits Speed Painting 1	Art		
DL-76	970	Kabal Fatality Sketch	Art		
DL-77	1100	Goro's Lair Speed Painting 1	Art		
DL-78	1120	Jade Render	Art		
DL-79	1300	Johnny Cage's 2nd Fatality	Fatality	Second Fatality Kode	And The Winner Is...
DL-80	1200	Retro Sub-Zero Render	Art		
DL-81	1120	Flesh Pits Speed Painting 2	Art		
DL-82	1000	Sonya Alternate Damage Concept	Art		
DL-83	1080	Power Bars Disabled 404 - 404	Kombat Kode		
DL-84	820	Shao Kahn Concept	Art		
DL-85	740	Soul Chamber Music	BMG		
DL-86	1140	Sheeva Primary Damage Concept	Art		
DL-87	1180	Mileena Primary Costume Concept	Art		
DL-88	1200	Kabal Alternate Costume Concept	Art	Costume Krypt Key	Kabal's Mask
DL-89	1060	Noob Primary Damage Concept	Art		
DL-90	1140	Courtyard (Day) Concept	Art		
DL-91	1060	Smoke Primary Costume Concept	Art		
DL-92	1040	Jax's 2nd Fatality	Fatality	Second Fatality Kode	Three Points!
DL-93	900	Ermac Alternate Damage Concept	Art		
DL-94	640	Shao Kahn's Throne Room Music	BMG		
DL-95	920	Bell Tower Speed Painting 1	Art		
DL-96	740	Psycho Kombat 707 - 707	Kombat Kode		
DL-97	1100	Bell Tower Speed Painting 2	Art		
DL-98	980	Hell Music	BMG		
DL-99	1040	Raiden Alternate Damage Concept	Art		
DL-100	1040	Raiden Primary Costume Concept	Art		
DL-101	920	Shang Tsung Alternate Costume Concept	Art	Costume Krypt Key	Shang Tsung's Soul Amulet
DL-102	1020	Rooftop (Dusk) Concept	Art		
DL-103	1100	Kano Alternate Damage Concept	Art		

Loc.	Koins Req.	Reward	Type of Reward	Gameplay Unlockable	Krypt Collectible
DL-104	1000	Cerberus Model	Art		
DL-105	1100	Unlimited Super Meter 466 - 466	Kombat Kode		
DL-106	1100	Sub-Zero Reveal Render	Art		
DL-107	1020	Goro's Lair Concept	Art		
DL-108	980	Shang Tsung's Garden (Night) Concept	Art		
DL-109	840	Sindel Alternate Damage Concept	Art		
DL-110	1060	Nightwolf Alternate Costume Concept	Art	Costume Krypt Key	Nightwolf's Tomahawk
DL-111	920	Courtyard Speed Painting 1	Art		
DL-112	840	Graveyard Speed Painting 2	Art		
DL-113	1280	Dream Kombat 222 - 555	Kombat Kode		
DL-114	740	Evil Monastery Music	BMG		
DL-115	980	Mileena Primary Damage Concept	Art		
DL-116	1240	Explosive Kombat 227 - 227	Kombat Kode		
DL-117	880	Sheeva Alternate Damage Concept	Art		
DL-118	1000	Retro Scorpion Render	Art		
DL-119	1500	Scorpion Alternate Costume Concept	Art	Costume Krypt Key	Scorpion's Spear
DL-120	1020	Cyrax's 2nd Fatality	Fatality	Second Fatality Kode	Nothing But Net
DL-121	1000	Living Forest Speed Painting 1	Art		
SEC 1	0	Secret Treasure Chest! 5000 Koins!			Located to the right of DL-52. Left of building

Hollow of Infestation

Loc.	Koins Req.	Reward	Type of Reward	Gameplay Unlockable	Krypt Collectible
HI-1	980	Koliseum Concept	Art		
HI-2	1000	Kung Lao Primary Costume Concept	Art		
HI-3	1080	Koliseum Speed Painting 1	Art		
HI-4	920	Baraka's 2nd Fatality	Fatality	Second Fatality Kode	Take A Spin
HI-5	760	Living Forest Concept	Art		
HI-6	940	Street Music	BMG		
HI-7	880	Shao Kahn Damage Concept	Art		
HI-8	980	Liu Kang Alternate Costume Concept	Art	Costume Krypt Key	Liu Kang's Inner Dragon
HI-9	1100	Cyrax Alternate Damage Concept	Art		
HI-10	900	Rooftop (Day) Concept	Art		
HI-11	1120	Graveyard Concept	Art		
HI-12	1080	Shang Tsung's 2nd Fatality	Fatality	Second Fatality Kode	Identity Theft
HI-13	820	Shang Tsung Alternate Damage Concept	Art		
HI-14	780	Amory Speed Painting 1	Art		
HI-15	1140	Enhanced Moves Disabled 051 - 150	Art	Kombat Kode	
HI-16	780	Soul Chamber Concept	Art		
HI-17	1000	Jade Primary Costume Concept	Art		
HI-18	1100	Kano's 2nd Fatality	Fatality	Second Fatality Kode	Eat Your Heart Out
HI-19	960	Goro's Lair Speed Painting 2	Art		
HI-20	920	Sheeva Primary Costume Concept	Art		
HI-21	750	Subway Speed Painting 2	Art		
HI-22	800	Sonya Alternate Costume Concept	Art	Costume Krypt Key	Sonya's Dog Tags
HI-23	1060	Shang Tsung's Throne Room Speed Painting 2	Art		
HI-24	1050	Xrays Disabled 242 - 242	Kombat Kode		
HI-25	960	Executioner Concepts	Art		

Loc.	Koins Req.	Reward	Type of Reward	Gameplay Unlockable	Krypt Collectible
HI-26	1020	Bell Tower Music	BMG		
HI-27	820	Shang Tsung's Gardern (Day) Concept	Art		
HI-28	1180	Liu Kang's 2nd Fatality	Fatality	Second Fatality Code	The Beast Within
HI-29	860	Bell Tower Concept	Art		
HI-30	1020	Quan Chi Fatality Sketch	Art		
HI-31	1180	Reptile Alternate Damage Concept	Art		
HI-32	1140	Sektor Primary Damage Concept	Art		
HI-33	1140	Mileena Alternate Costume Concept	Art	Costume Krypt Key	Mileena's Sais
HI-34	1120	Shang Tsung Primary Costume Concept	Art		
HI-35	940	Courtyard (Day) Music	BMG		
HI-36	840	Johnny Cage Primary Damage Concept	Art		
HI-37	1200	Quick Uppercut Recovery 303 - 303	Kombat Kode		
HI-38	940	Goro's Lair Music	BMG		
HI-39	1340	Quan Chi's 2nd Fatality	Fatality	Second Fatality Code	On Your Knees
HI-40	880	Sindel Primary Damage Concept	Art		
SEC 2	0	Secret Treasure Chest! 5000 Koins!			Located along wall

Meadow of Despair

Loc.	Koins Req.	Reward	Type of Reward	Gameplay Unlockable	Krypt Collectible
MD-1	820	Rooftop (Dusk) Speed Painting 1	Art		
MD-2	1260	Nightwolf's 2nd Fatality	Fatality	Second Fatality Code	Ascension
MD-3	1060	Living Forest Trees	Art		
MD-4	880	Flesh Pits Music	BMG		
MD-5	840	Nekropolis Concept 6	Art		
MD-6	1200	Cyrax Alternate Costume Concept	Art	Costume Krypt Key	Cyrax's Bomb
MD-7	1050	Cyrax Primary Costume Concept	Art		
MD-8	920	Nekropolis Concept 3	Art		
MD-9	1260	Armless Kombat 911 - 911	Kombat Kode		
MD-10	760	Rooftop (Dawn) Speed Painting 1	Art		
MD-11	1280	Sektor's 2nd Fatality	Fatality	Second Fatality Code	The Scarecrow
MD-12	1000	Jax Alternate Damage Concept	Art		
MD-13	1060	Meadow of Despair Concept 2	Art		
MD-14	940	Raiden Alternate Costume Concept	Art	Costume Krypt Key	Raiden's Thunder
MD-15	940	Street Speed Painting 1	Art		
MD-16	840	Rooftop (Dawn) Speed Painting 2	Art		
MD-17	900	Breakers Disabled 090 - 090	Kombat Kode		
MD-18	800	Pit Bottom Concept	Art		
MD-19	960	Hallow of Infestation Concept 2	Art		
MD-20	1100	Johnny Cage Primary Costume Concept	Art		
MD-21	1300	Sheeva's 2nd Fatality	Fatality	Second Fatality Code	Lend a Hand
MD-22	1080	Desert Concept	Art		
MD-23	1180	Kitana Alternate Damage Concept	Art		
MD-24	1120	Jade Alternate Damage Concept	Art		
MD-25	1200	Kano Alternate Costume Concept	Art	Costume Krypt Key	Kano's Knives
MD-26	940	Rooftop (Day) Speed Painting 2	Art		
MD-27	800	Retro Reptile Render	Art		
MD-28	1010	Throwing Disabled 100 - 100	Kombat Kode		
MD-29	840	Shang Tsung's Throne Room Concept B	Art		
MD-30	1100	Shang Tsung's Garden Speed Painting 1	Art		
MD-31	960	Kung Lao's 2nd Fatality	Fatality	Second Fatality Code	Razor's Edge

Loc.	Koins Req.	Reward	Type of Reward	Gameplay Unlockable	Krypt Collectible
MD-32	1040	Kitana Primary Damage Concept	Art		
MD-33	1000	Subway Music	BMG		
MD-34	920	Kano Primary Damage Concept	Art		
MD-35	880	Baraka Primary Damage Concept	Art		
MD-36	1200	Jax Alternate Costume Concept	Art	Costume Krypt Key	Jax's Flag
MD-37	1000	Goro Render	Art		
MD-38	1060	Early Krypt Entrance Concept 3	Art		
MD-39	1200	Invisible Kombat 770 - 770	Kombat Kode		
MD-40	900	Jax Render	Art		
MD-41	820	Blood Marsh Concept 2	Art		
MD-42	1280	Reptile's 2nd Fatality	Fatality	Second Fatality Kode	Weight Loss
MD-43	840	Hell Concept	Art		
MD-44	1000	Shao Kahn's Throne Room Speed Painting 2	Art		
MD-45	1280	Vampire Kombat 424 - 424	Kombat Kode		
MD-46	1120	Scorpion Primary Damage Concept	Art		
MD-47	1200	Double Dash 391 - 193	Kombat Kode		
MD-48	940	Kitana Render	Art		
MD-49	1100	Skeletal Statues	Art		
MD-50	1040	Sub-Zero Shadow Render	Art		
MD-51	1140	Sub-Zero's 2nd Fatality	Art	Second Fatality Kode	Spinal Smash
MD-52	920	Pit (Night) Music	BMG		
MD-53	1100	Ermac Render	Art		
MD-54	1000	Sub-Zero Alternate Costume Concept	Art	Costume Krypt Key	Grand Master's Amulet
MD-55	880	Scorpion Render	Art		
SEC 4	0	Secret Treasure Chest! 5000 Koins!			Located to right of Nekropolis

Bloodmarsh

Loc.	Koins Req.	Reward	Type of Reward	Gameplay Unlockable	Krypt Collectible
BM-1	1080	Living Forest Speed Painting 2	Art	—	
BM-2	920	Mileena's 2nd Fatality	Fatality	Second Fatality Kode	Mileena
BM-3	800	Shang Tsung's Throne Room Concept A	Art	—	
BM-4	750	Evil Monastery Speed Painting 2	Art	—	
BM-5	1040	Noob Alternate Costume Concept	Art	Costume Krypt Key	Noob's Shadow
BM-6	980	Sonya Render	Art	—	
BM-7	900	Noob Alternate Damage Concept	Art	—	
BM-8	1100	Noob's 2nd Fatality	Fatality	Second Fatality Kode	As One
BM-9	880	Dragon Concept	Art	—	
BM-10	1120	Retro Ermac Render	Art	—	
BM-11	1100	Rainbow Kombat 234 - 234	Kombat Kode	—	
BM-12	940	Kung Lao Alternate Damage Concept	Art	—	
BM-13	1040	Sektor Primary Costume Concept	Art	—	
BM-14	1220	Raiden's 2nd Fatality	Fatality	Second Fatality Kode	Transplant
BM-15	900	Shang Tsung Primary Damage Concept	Art	—	
BM-16	940	Shang Tsung's Throne Room Music	BMG	—	
BM-17	750	Temple Speed Painting 2	Art	—	
BM-18	960	Jax Primary Damage Concept	Art	—	
BM-19	1200	Sindel Alternate Costume Concept	Art	Costume Krypt Key	Sindel's Crown

Loc	Koins Req.	Reward	Type of Reward	Gameplay Unlockable	Kypt Collectible
BM-20	1020	Dead Pool Music	BMG	—	
BM-21	1200	Sub-Zero Primary Costume Concept	Art	—	
BM-22	920	Rooftop (Dusk) Speed Painting 2	Art	—	
BM-23	980	Kitana's 2nd Fatality	Fatality	Second Fatality Code	Splitting Headache
BM-24	1000	Street Concept	Art	—	
BM-25	1080	Shao Kahn's Throne Room Speed Painting 1	Art	—	
BM-26	900	Smoke's 2nd Fatality	Fatality	Second Fatality Code	Tremor
BM-27	960	Nightwolf Primary Costume Concept	Art	—	
BM-28	900	Soul Chamber Speed Painting 1	Art	—	
BM-29	950	Ermac Primary Damage Concept	Art	—	
BM-30	990	Sans Power 044 - 440	Kombat Kode	—	
BM-31	860	Liu Kang Primary Costume Concept	Art	—	
BM-32	950	Sonya Primary Damage Concept	Art	—	
BM-33	920	Shang Tsung's Garden Speed Painting 2	Art	—	
BM-34	900	Liu Kang Alternate Damage Concept	Art	—	
BM-35	1300	Sonya's 2nd Fatality	Fatality	Second Fatality Code	Kut-Throat
BM-36	960	Soul Chamber Speed Painting 2	Art	—	
BM-37	1100	Mileena Shadow Render	Art	—	
BM-38	1200	Kung Lao Alternate Costume Concept	Art	Costume Krypt Key	Kung Lao's Hat
BM-39	1000	Street Speed Painting 2	Art	—	
BM-40	920	Nekropolis Concept 2	Art	—	
BM-41	1140	Silent Kombat 300 - 300	Kombat Kode	—	
BM-42	860	Living Forest Music	BMG	—	
BM-43	940	Parasite Victims	Art	—	
BM-44	1300	Sindel's 2nd Fatality	Fatality	Second Fatality Code	Mouthful
BM-45	1000	Liu Kang Render	Art	—	
BM-46	940	Deadlands Concept 2	Art	—	
BM-47	1200	Specials Disabled 731 - 731	Kombat Kode	—	
BM-48	1140	Liu Kang Primary Damage Concept	Art	—	
BM-49	940	Meadow of Despair Concept 1	Art	—	
BM-50	1000	Jade Alternate Costume Concept	Art	Costume Krypt Key	Jade's Gold Necklace
BM-51	1150	Temple Speed Painting 1	Art	—	
BM-52	860	Jade Primary Damage Concept	Art	—	
BM-53	1150	Evil Monastery Speed Painting 1	Art	—	
BM-54	990	Super Recovery 123 - 123	Kombat Kode	—	
BM-55	880	Nightwolf Alternate Damage Concept	Art	—	
BM-56	850	Wasteland Speed Painting 2	Art	—	
BM-57	900	Stryker's 2nd Fatality	Fatality	Second Fatality Code	Have A Blast
BM-58	920	Baraka Primary Costume Concept	Art	—	
BM-59	900	Nekropolis Concept 1	Art	—	
BM-60	1190	Throwing Encouraged 010 - 010	Kombat Kode	—	
BM-61	1150	Temple Concept	Art	—	
BM-62	820	Shang Tsung's Garden (Night) Music	BMG	—	
BM-63	1450	Cyber Sub-Zero's 2nd Fatality	Fatality	Second Fatality Code	Brain Freeze
BM-64	1010	Tournament Mode 111 - 111	Kombat Kode	—	
BM-65	750	Subway Speed Painting 1	Art	—	
BM-66	1150	Reptile Fatality Sketch	Art	—	
BM-67	1000	Goro Damgae Concept	Art	—	
BM-68	1200	Ermac Alternate Costume Concept	Art	Costume Krypt Key	Ermac's Soul Trap
BM-69	1020	Wasteland Concept	Art	—	
BM-70	940	Meadow of Despair Concept 3	Art	—	

Loc.	Koins Req.	Reward	Type of Reward	Gameplay Unlockable	Krypt Collectible
BM-71	1120	Shang Tsung's Throne Room Speed Painting 1	Art	—	
BM-72	920	Scorpion's 2nd Fatality	Fatality	Second Fatality Kode	Nether-Gate
BM-73	960	Hallow of Infestation Concept 1	Art	—	
BM-74	1080	Scorpion Fatality Sketch	Art	—	
BM-75	960	Cyrax Render	Art	—	
BM-76	860	Reptile Primary Damage Concept	Art	—	
BM-77	1300	Zombie Kombat 666 - 666	Art	—	
BM-78	1150	Subway Concept	Art	—	
BM-79	920	Rooftop (Day) Speed Painting 1	Art	—	
BM-80	840	Koliseum Music	BMC	—	
BM-81	980	Reptile Primary Costume Concept	Art	—	
BM-82	960	Smoke Alternate Costume Concept	Art	Costume Krypt Key	Smoke's Cloud
BM-83	820	Mileena Alternate Damage Concept	Art	—	
SEC 3	0	Secret Treasure Chest! 5000 Koins!			Located along wall

NEKROPOLIS



Nekropolis is a museum that allows you to check all of your unlocked items from the Krypt, including character art, environmental art, arena music playlists, early fatality initial design sketches. You can also see character bios, comprehensive statistics, and milestone achievements for each character, such as victories, finishing moves, successfully landed X-Ray Attacks, pints of blood spilled, and time played with each character.

STANDARD ONE-PLAYER MODES OR "FIGHT"

Below are the different Single-One Player Modes you can play.

Ladder mode: Allows you to play old-school *Mortal Kombat* style, Tournament ladder to the top, fighting Shao Kahn at the end.

Tag Ladder: Battle your way through a tag-team tournament using two fighters.

Test Your Luck: Spin the wheels on the slot machine and prepare for many fight rule changes and modifiers.

Test Your Might: Power up your meter and smash through progressively difficult objects.

Test Your Sight: Certain death awaits those without a fast eye and mind.

Test Your Strike: A new take on Test Your Might, where precision outweighs brutal strength.

All of the "test your" challenges in single-player mode are unlocked after you finish them in the Challenge Tower.

A circular logo featuring a black dragon with yellow eyes and a yellow flame in its mouth, set against a red and orange background.

MORTAL KOMBAT™

The following pages detail strategies for every character. From basic attacks that may not need a lot of setup explanations to more complex combos (A, B, and C), each character section provides you everything you need to create your own fighting strategy. Read up, take our tools, and practice, but most importantly, use those tools to create your own style.

NOTE

In order to bring you the most accurate strategy possible and keep this guide from becoming outdated, we have purposely left out damage and character frame data information. Each specific move, attack, combo damage, and character frame analysis presented in the game is subject to NetherRealm updating and patching the game with character balancing and move damage updates. When you turn on your game and connect to the PSN Network or Xbox Live, these updates will automatically be downloaded to your console.



THE WARRIORS



BARAKA



E10

Baraka is the fiercest of the Tarkatans, vicious nomadic mutants from the wastes of Outworld. Like all Tarkatan males, he joined Shao Kahn's army once he came of age and survived the brutal Ritual of Blood. He gained the rank of Enforcer after single-handedly defeating a rebel faction. His loyalty and strength make him a favorite of the emperor; his retractable blades have slain many of Shao Kahn's most bitter enemies. As a contestant in the Mortal Kombat tournament, he will ensure his emperor's claim to Earthrealm.

GENERAL STRATEGIES

Baraka's attack style is best suited for close attacks and his 2, 2, 1 + 2 juggle setups. The Blade Uppercut is a very effective anti-air, as is the old faithful: Baraka's Chop Chop attack. Baraka has to remain on the offensive warpath due to his lack of long-range "quick" moves. His projectile "Spark" is easy to duck, is easily jumped, and can be baited. Baraka's Blade Charge is very deceptive; it comes out instantaneously and is very hard to react to (pressing Block on sight). Baraka has an excellent wake-up Blade Spin that doubles as an anti-air option and definitely takes advantage of the invulnerability frames allowed by performing a Wake-Up attack. Baraka can go through projectiles (one hit) with his Blade Rush, but it will cost you one bar of Super Meter. The invincibility frames on the Blade Rush on wake-up create the illusion that you must back away from Baraka. You can also use the normal version as a viable attack since your opponent will be unable to duck it.

CHARACTER TIER PREVIEW

	Total Wins	Baraka	Cyber Sub-Zero	Cyrax	Ermac	Jade	Jax	Johnny Cage	Kabal	Kano	Kitana	Kung Lao	Liu Kang	Mileena	Nightwolf	Noob	Quan Chi	Raiden	Reptile	Scorpion	Sektor	Shang Tsung	Sheeva	Sindel	Smoke	Sonya	Styker	Sub-Zero	Kratos
Baraka	112	X	6	3.5	3	5	4	3	4	4	3.5	3.5	3.5	4	3	5	6	5	4	5	5	2.5	5.5	4.5	3	4	4.5	4.5	5.5

BASIC MOVES

BLADE SWIPE



Away + 1

CROSS SWIPE



Away + 2

GUT STRIKE



Toward + 2

FOOT STOMP



Away + 3

HOP KICK



Up + 3

QUICK KNEE



Toward + 4

BIG LEGS



Up + 4

This move hits overhead.

SWEEP



Away + 4

BLADE UPPERCUT



Down + 2

CHAIN COMBOS

TARKATAN RUSH



1, 2, 1

PAINFUL SWIPES



1, 2, 2

TRICKY FURY



1, 2, Away + 3

CUT-EM LOOSE



Away + 1, 1

SPLINTER



Away + 1, Toward + 2

COLD STEEL



2, 1, 2

BARAKA

TEARS OF PAIN



2, 2, 2 + 1 The last hit of this chain hits overhead.

TARKATAN PUSH



Away + 2, Toward + 2

HORROR SHOW



Toward + 2, 4

OUTWORLD BASH



Toward + 2, 2

TARKATAN BLOWS



3, Away + 3

OPEN WOUND



Away + 3, 1, Toward + 1

EASY KILL



Away + 3, 2, 2

DOOM KICKS



Toward + 4, 4

FAST TAGS (TAG MODE ONLY)

BLOODY MESS



Away + 3, 1, Tag

This pops the opponent up, leaving them vulnerable to any attacks from the character being tagged in.

TAG COMBOS (TAG MODE ONLY)

SKINNED ALIVE



1, 2, Tag

KILLER KUTS



2, 1, Tag

HAVE AT IT



2, 2, Tag

SPECIAL MOVES

BLADE CHARGE



Down, Toward, 2

This move is a great way to end chain combos and juggles, and it is fast enough to catch your opponent off guard or execute it right before their projectiles come out.

BLADE SPIN



Down, Away, 3

This move is flashy but can get punished badly if blocked. Only use this in the middle of a chain combo.

CHOP CHOP



Away, Away, 1

You can use this as an anti-air and can combo it off of any chain.

SPARK



Down, Away, 2

This projectile has decent speed but has one of the slowest recovery times of any projectile in the game. This move can cost you in clutch but makes for a good combo ender.

SLICES



Down, Toward, 1

Ending a combo with the Slices adds finesse to any juggle or combo.

ENHANCED MOVES

The following moves use one bar of super meter.

BLADE RUSH



Down, Toward, 2 + Block

This functions the same as the Blade Charge, but it scores for extra damage.

SPARKED



Down, Away, 2 + Block

Same as the normal version but with added damage.

CHOPCHOP SHOP



Away, Away, 1 + Block

This works the same as the Chop Chop but hits an extra two times and causes extra damage.

SPINNER



Down, Away, 3 + Block

This hits two more times than its normal version and deals more damage.

SLICER



Down, Toward, 1 + Block

This version of the Slices hits one more time and if the opponent is hit with this near the corner, it's possible to squeeze in a Blade Charge to hit them before they land.

WAKE-UP MOVES

CHOP CHOP



Away, Away, 1

BLADE SPIN



Down, Away, 3

INTERMEDIATE COMBOS

COMBO A (4 HITS)



Jump Punch, Away + 3, 1, Blade Charge

COMBO B (5 HITS)



2, 2, Slices

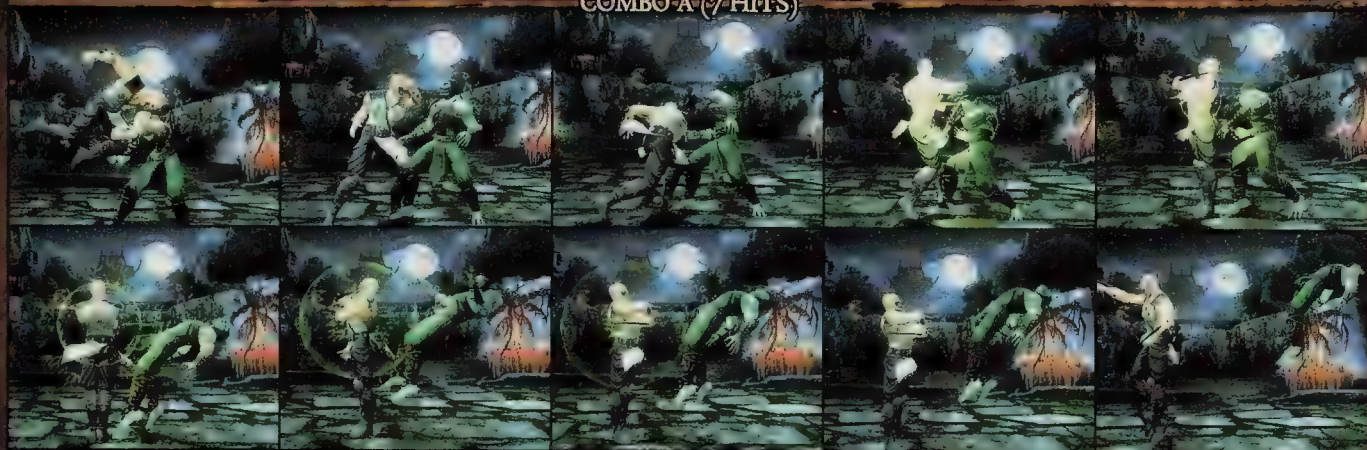
COMBO C (5 HITS)



Neutral Jump Punch, Dash in, 1, 2, 2, Blade Charge

EXPERT COMBOS

COMBO A (7 HITS)



Jump Punch, 1, 2, Spinner

COMBO B (8 HITS)



2, 2, 1 + 2, Dash in, Away + 3, 2, Blade Rush

COMBO C (12 HITS)



Jump Punch, 2, 2, 1 + 2, Dash in, Away + 3, Chopchop Shop

X-RAY ATTACKS

This attack uses three bars of Super Meter.

NAIL AND IMPALE



3 + 4 + Block Simultaneously OR LT + RT (Xbox 360)/L2 + R2 (PS3)

Baraka's X-Ray does good damage, and you can combo it off of any chain. It also travels a pretty good distance and can catch an opponent off guard in a projectile fight from less than full screen distance away. A crafty way to land it is to punish an opponent if they try to jump backward from out of close quarters.

FINISHING MOVES

UP THE MIDDLE



Away, Toward, Down, Toward, 1

TAKE A SPIN

Toward, Toward, Down, Down, 3

STAGE FATALITY

Down, Down, Down, Down, 3

BEST MATCHUP

Baraka's best matchup is probably against Cyber Sub-Zero, who has nothing too threatening for Baraka from a distance or up close, besides his Ice Ball and Ice Beam. Baraka can cleanly counter Cyber Sub's Teleport with a well-timed Chop Chop, and Baraka can swiftly counter Cyber Sub's Ice Bombs with a Blade Charge. Baraka can also punish the Slide with any combo he likes when blocked. Baraka still has to be methodical in this matchup, but if both characters are at their most calculated, Baraka should have the edge.

WORST MATCHUP

Baraka's worst matchup is the sorcerer Shang Tsung. A lot of characters are troubled by Shang's projectiles, but nobody feels the burn more than Baraka. During a firefight, Baraka usually can catch an opponent at least once with the Blade Charge as they are throwing a projectile and gain some momentum from it. However, against Shang Tsung, this is almost impossible. Shang's Close Ground Skull serves as a force field that protects him from Baraka landing a clean shot before he can get the projectile off. Using that as a cornerstone, Shang can have his way with Baraka by using his fireball prowess and build meter during the onslaught. At best, Baraka can only trade hits with Shang's projectiles, and even then it pushes Baraka back far enough to reset both players' positions. Baraka has to thread the needle with perfectly timed jumps to stand a chance in this matchup. This may be the biggest mismatch possible out of all the cast.

CYBER SUB-ZERO



EVO

An assassin of the Lin Kuei clan, Kuai Liang commands the power of ice and cold. Unlike other members of his clan, he and his older brother, Bi-Han, were abducted as children by the Lin Kuei and trained in the techniques of assassination throughout their lives. Though his codename is Tundra, he has now assumed the mantle of Sub-Zero to honor his brother after Bi-Han's mysterious death. With the help of his fellow Lin Kuei Smoke, Sub-Zero tirelessly hunts the one who killed his brother.

GENERAL STRATEGIES

Cyber Sub-Zero plays like a combination of Cyrax and Sub-Zero but does not feel as "scary" to play against as those two characters. While he maintains Sub-Zero's slide and freeze (Ice Ball), his lack of an Ice Clone now requires him to throw out constant Ice Balls at varying distances in order to keep an opponent from getting in. A good low attack into juggle involves a setup from Away + 3, 2, which can be followed up with juggle attacks, a close and medium Ice Bomb vortex, or a simple uppercut. Cyber Sub-Zero can perform some pretty high damage just from a basic Toward + 1, 4 combo that can also be combed after any juggle. Be careful, if you attempt this combo too early (midscreen, while opponent is not blocking), Cyber Sub-Zero has an extremely long delay getting up, leaving him vulnerable for easy counterattacks.

CHARACTER TIER PREVIEW

	Total Wins	Baraka	Cyber Sub-Zero	Cyrax	Ermac	Jade	Jax	Johnny Cage	Kabal	Kano	Kitana	Kung Lao	Liu Kang	Mileena	Nightwolf	Noob	Quan Chi	Raiden	Reptile	Scorpion	Sektor	Shang Tsung	Sheeva	Sindel	Smoke	Sonya	Stryker	Sub-Zero	Kratos
Cyber Sub-Zero	101	4	X	4	2	4	4	3	4	4	3.5	3	3.5	4	2	4.5	5	3	4	4	4.5	2	5	4	3	4	4	4	5

BASIC MOVES

UPPERCUT



BACKFIST



CHEST SWIPE



HEAD CHOP



SPINNING LOW KICK



SPLITS ATTACK



SWEEP



STRAIGHT SLAB



BACK SPIN KICK



CHAIN COMBOS

CYBORG ASSAULT



AUTOMATION



DRIVE POWER



FREEZING PAIN



CYBER SUB-ZERO

CRYO BASH



Toward + 2, 2, 1

FROST



Away + 1, 2

WILDCARD



Away + 2, 2

UPLOAD



Away + 2, 4

REBOOT



3, 4 The second hit of this chain hits overhead.

NANO-SMASH



2, 1, 1 + 2

SYSTEM ERROR



3, 3, 2

BLIZZARD



Away + 3, 2, 1

FAST TAGS (TAG MODE ONLY)

DUAL CORE



3, 4, Tag

This pops the opponent up, leaving them vulnerable to any attacks from the character being tagged in.

MELTDOWN



TAG COMBOS (TAG MODE ONLY)

DRY ICE



GLACIER



ICE OVER



SPECIAL MOVES

ICE BOMB (CLOSE)



ICE BOMB (MEDIUM)



ICE BOMB (FAR)



An otherwise cool and gratifying move that is much too easy to see and avoid.

CYBER SUB-ZERO

ICE BALL



Down, Toward 1

This is a below-average speed projectile but you can combo it off of chain combos such as 1, 1 and 2, 1.

SLIDE



Away, Toward, 4

This hits low and can be used as a combo ender. The Slide almost always works in a clutch as well.

ICE-PARRY



Down, Away 2

This move parries all high attacks, except projectiles.

TELEPORT



Down, Away, 1 This teleports you behind the opponent.

DIVEKICK (CLOSE)



Down + 3

DIVEKICK (FAR)



Down + 4

This is a quick air attack that causes a stagger reaction when landed.

ENHANCED MOVES

The following moves use one bar of super meter.

ICE BEAM



Down, Toward 1 + Block

This may be Cyber Sub-Zero's best special move. It has good speed and reaches full screen. Perfect to use after popping an opponent up.

CYBER-SLIDE



Away, Toward, 4 + Block

This functions like the regular Slide but with an extra kick added and some extra damage.

CRYO-BOMB (CLOSE)



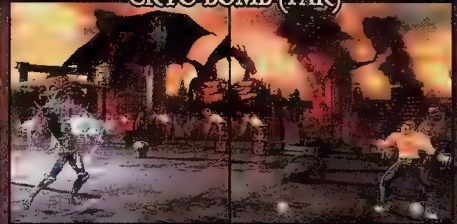
Away, Away, 3 + Block

CRYO-BOMB (MEDIUM)



Toward, Toward, 3 + Block

CRYO-BOMB (FAR)



Away, Away, Toward, 3 + Block

The fact that there are three bombs that drop makes it a little harder to get away, but they can still be escaped with a well-timed jump.

BANGPORT



Down, Away, 1 + Block

This works like the Teleport but the Bangport can strike an opponent up close. It can also be used as a great anti-air.

FROZEN PARRY



Down, Away 2 + Block

This turns enemies into an ice statue if they touch it.

POWERKICK (CLOSE)



Down + 3 + Block

This functions like the Divekick only with a few extra kicks for flash added.

POWERKICK (FAR)



Down + 4 + Block

This functions like the Divekick only with a few extra kicks for flash added.

WAKE-UP MOVES

SLIDE



Away, Toward, 4

ICE PARRY



Down, Away 2

INTERMEDIATE COMBOS

COMBO A (4 HITS)



Ice Ball, Away + 3, 2, 1

COMBO B (5 HITS)



1, 1, 2, Cyber-Slide

COMBO C (6 HITS)



1, 1, Ice Ball, Dash in, 3, 3, 2

EXPERT COMBOS

COMBO A (8 HITS)



2, 1, 1 + 2, Dash in, Toward + 2, 2, 1, Cyber-Slide

COMBO B (10 HITS)



3, 3, 2, Ice Beam, Jump Punch, Dash in

COMBO C (12 HITS)



Jump Punch, 2, 1, 1 + 2, Jump Punch, Far Divekick, 1, 1, Ice Beam, Jump Kick, Far Powerkick

X-RAY ATTACKS

This attack uses three bars of Super Meter.

COOL-DOWN



3 + 4 + Block Simultaneously OR LT + RT (Xbox 360)/L2 + R2 (PS3)

Cyber Sub-Zero has the only X-Ray that is *required* to be performed in the air. The problem is, it lands at such a weird angle that it's a task to set it up with anything but the most basic of juggle combos or a Freeze. However, it can travel full screen, so the possibility of countering someone with an X-Ray in a firefight is always there. The X-Ray does pretty good damage as well.

FINISHING MOVES

KOLD-FUSION



Down, Away, Down, Toward, 2 (one jump distance away from opponent)

BRAIN FREEZE

Down, Down, Away, Down, 1

STAGE FATALITY

Down, Down, Up, Block

BEST MATCHUP

Cyber Sub-Zero's best matchup is probably Noob Saibot. Cyber Sub can close the distance or counter Noob by performing Far Dive Kicks over his Shadow Charges and Shadow Slides. He doesn't necessarily have to counter Noob's Shadows; he just has to build meter and not get hit too much. Later down the stretch, he can land the X-Ray when Noob least expects it. The Ice Beam is fast enough to trade with a Shadow projectile, too, so it's no biggie to take a hit so that you can teleport next to a guy and perform a full combo. Cyber takes this matchup as long as his head is in the game.

WORST MATCHUP

The worst possible matchup for Cyber Sub-Zero is Raiden. Raiden can almost do whatever he wants in a bout with Cyber Sub-Zero. He can teleport the moment anything resembling a projectile comes out of his chest or hands. He can use the Bolt attack as a free pass to mount his own offense, and he can combo his chains into the Teleport. If Cyber Sub tries to teleport, Raiden can hit him with the Electrocutation and juggle him for big damage before he hits the ground. It's just an all-around one-sided affair in favor of the thunder god.

BIO

A skilled Motswana warrior, Cyrax relies on his natural fighting ability, his chi, to carry out Lin Kuei missions. He is proud to serve, but when the Grand Master initiates a program to convert the clan into cyborgs, Cyrax resists. He is reluctant to lose his humanity, which he believes is more effective than any mechanical augmentation. He has contemplated leaving the clan, fearing that it is no longer an organization of honorable assassins. Cyrax knows, however, that such a decision means death at the hands of his former comrades. No one leaves the Lin Kuei.

CYRAX



GENERAL STRATEGIES

Cyrax's ability to keep an opponent out with two or three moves is the basis for most of his high damage setups. Bombs, Nets, and the occasional Reverse Kick and Donkey Kick for players that forget to block low setup a grab afterwards if you press 1 + 3 immediately. Chain Combos from 1, 2, 1, and 1, 2, 3 are excellent and also work well as juggle combos. The occasional Buzzsaw and of course the Uppercut complete Cyrax's repertoire allowing him the capabilities of completely flustering all opponents with a wall of projectiles. If you happen to catch your opponent with a Net anywhere on the screen, immediately Teleport to get close to him and perform a 2, 1, 2 combo or a timed 1, 2, 3, Buzzsaw combo. Constant use of the bombs on screen change the scope of the match and since bombs scoot forward it is important to recognize the duration of time (three seconds) that the bomb will stay on the screen. You can have all three bombs on the screen at once but you will be disabled from throwing bombs while your opponent is stuck in a Net.

CHARACTER TIER PREVIEW

	Total Wins	Baraka	Cyber Sub-Zero	Cyrax	Ermac	Jade	Jax	Johnny Cage	Kabal	Kano	Kitana	Kung Lao	Liu Kang	Mileena	Nightwolf	Norob	Quan Chi	Raiden	Reptile	Scorpion	Sektor	Shang Tsung	Sheeva	Sindel	Smoke	Sonya	Stryker	Sub-Zero	Kratos
Cyrax	125.5	6.5	6	X	4	5.5	6	4	4.5	4.5	4.5	3	4.5	5	3	5	6	3.5	5	4.5	5	3	6	4	3.5	4.5	4.5	5	5

BASIC MOVES



CHAIN COMBOS



SAW ENOUGH



2, 2, Toward + 1

GYBER-BEATDOWN



Away + 1, 2, 1, 2 (must be pressed rapidly)

KOMBAT-BOOTS



3, 3, 4

FAST TAGS (TAG MODE ONLY)

AUTOMATION



Away + 2, Tag

This pops the opponent up, leaving them vulnerable to any attacks from the character being tagged in.

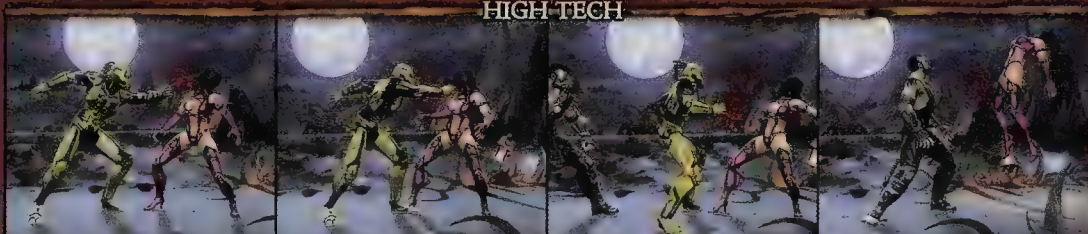
TAG COMBOS (TAG MODE ONLY)

NUMBER CRUNCHER



Away + 1, Tag

HIGH TECH



1, 2, Tag

SHORT CIRCUIT



2, 1, Tag

SPECIAL MOVES

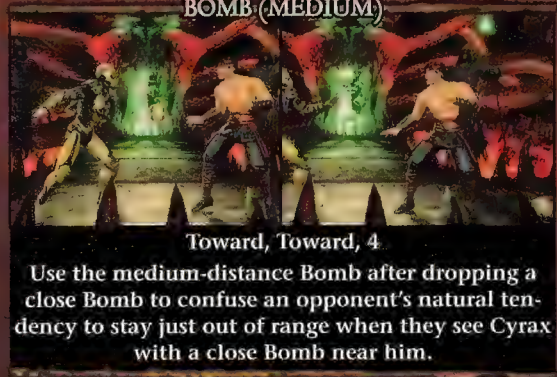
BOMB (CLOSE)



Away, Away, 4

Use this distance Bomb to scare an opponent away from your immediate area.

BOMB (MEDIUM)



Toward, Toward, 4

Use the medium-distance Bomb after dropping a close Bomb to confuse an opponent's natural tendency to stay just out of range when they see Cyrax with a close Bomb near him.

BOMB (FAR)



Away, Away, Toward, 4

If your opponent is a full screen distance away, throw this Bomb and they have to either jump or advance forward. It works best when you combo off of Cyrax's 1, 2, 1 chain.

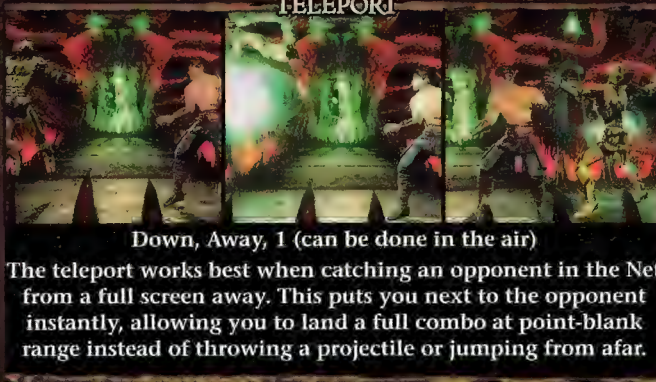
NET



Away, Away, 3

You can combo this off of any chain and can be used in a juggle such as after landing a Bomb. It also covers just enough horizontal space to be difficult to jump over.

TELEPORT



Down, Away, 1 (can be done in the air)

The teleport works best when catching an opponent in the Net from a full screen away. This puts you next to the opponent instantly, allowing you to land a full combo at point-blank range instead of throwing a projectile or jumping from afar.

REVERSE KICK



Down, Toward, 3

This move works best if you combo off one of Cyrax's chains. A sneaky way to land it is to perform it immediately after throwing a medium-distance Bomb, catching your opponent while they try to jump away or toward you.

BUZZSAW



Away, Toward, 2

This gratifying move is extremely punishable if whiffed, so it's best to use this in the middle of a combo or as a combo ender.

ANTI-AIR



Down, Toward, 2 (opponent must be in the air)

As the move title suggests, this move is a great anti-air attack.

RAGDOLL



Down, Toward, 3, Throw (press Block immediately)

Same as Reverse Kick, but deals more damage.

ENHANCED MOVES

The following moves use one bar of super meter.

STICKY BOMB



Away, Away, 4 + Block

This acts as a slow horizontal projectile, but when landed pops the opponent up to be juggled.

ELECTRO-NET



Away, Away, 3 + Block (takes away one bar of Super Meter from an opponent)

Use this move just like you would the normal Net, but only when you don't want an opponent to have enough meter to use a combo breaker (to stop whichever combo you choose to do).

SAW-BLADE



Away, Toward, 2 + Block

This version of the Buzzsaw acts as a projectile that is much faster than the Net or the Sticky Bomb. It works great in conjunction with Cyrax's Bombs. When your opponent jumps away from Bombs, use the speed of this move to catch them on the way up or on the way down.

BANGPORT



Down, Away, 1 + Block (can be done in the air)

This functions like the normal Teleport but will actually hit an opponent at close range. In addition, it leaves the opponent airborne for a split second; attack them if you're fast enough!

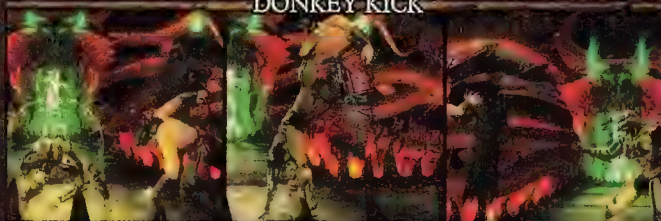
RAGDOLLS



Down, Toward, 3 + Block, then Throw your opponent with 1 + 3.

Same as Donkey Kick, but with extra damage.

DONKEY KICK



Down, Toward, 3 + Block

This version of the Ragdoll travels farther and does more damage, and it has an extra initial attack that hits low. Condition your opponent by performing a chain combo into close Bomb, then combo the same chain combo into the Ragdolls' attack to hit them while they try to jump away.

POWER ANTI-AIR



Down, Toward, 1 + Block (opponent must be in the air)

This works the same as the normal version, just with added damage.

WAKE-UP MOVES

TELEPORT



Down, Away, 1

REVERSE KICK



Down, Toward, 3

INTERMEDIATE COMBOS

COMBO A (4 HITS)



3, 3, Net, Uppercut

COMBO B (5 HITS)



Away + 2, dash in, 1, 2, Anti-Air

COMBO C (7 HITS)



Jump punch, 2, Net, dash in, Cyber Beatdown

EXPERT COMBOS

COMBO A (9 HITS)



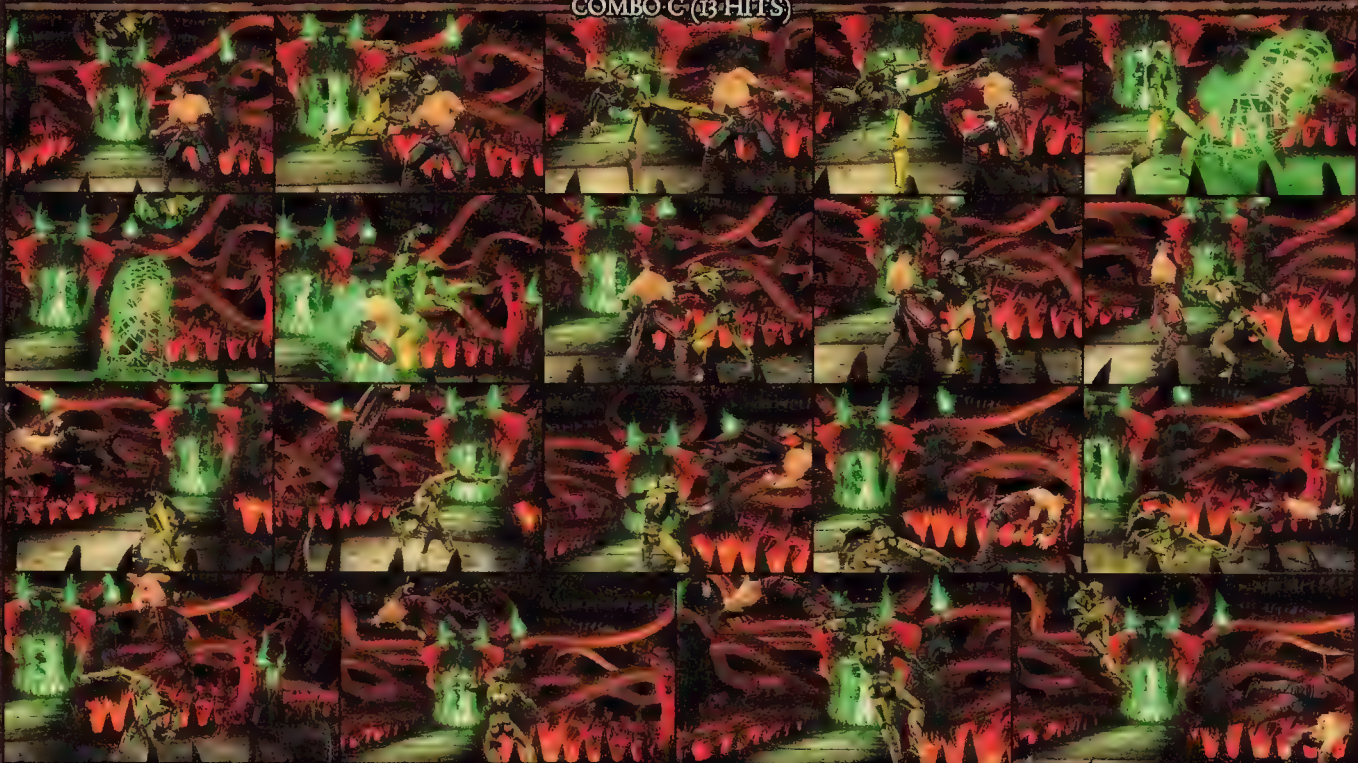
3, 3, Net, dash in, Away + 2, dash in, 1, 2, Ragdoll

COMBO B (13 HITS)



Jump punch, 2, 1, Sticky Bomb, dash in, 3, 3, Net, jump punch, dash in, 1, 2, Anti-Air

COMBO C (13 HITS)

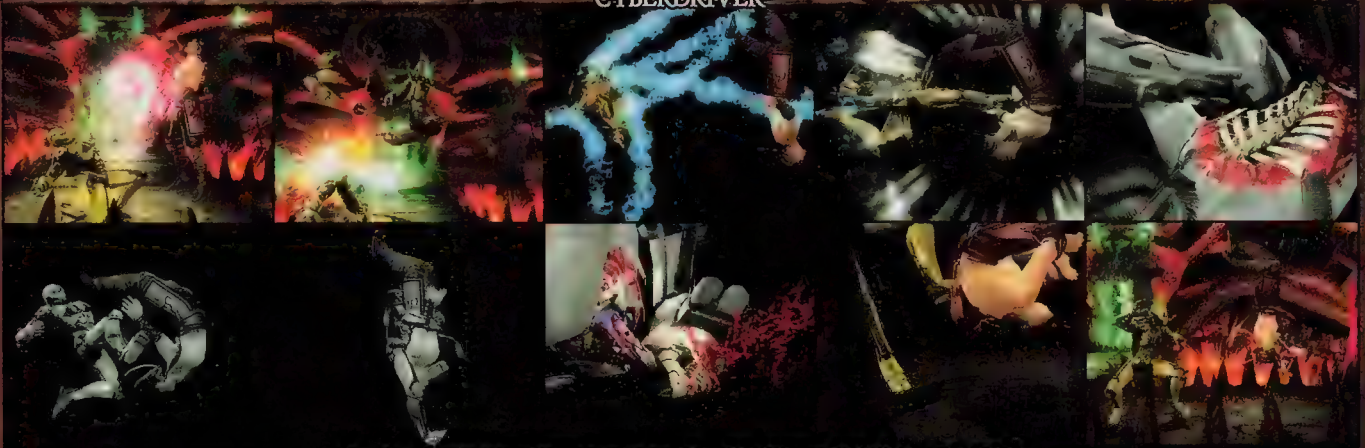


Jump punch, 3, 3, Net, jump punch, 1, 2, 1, Reverse Kick, ducking 3, Ragdolls

X-RAY ATTACKS

This attack uses three bars of Super Meter.

CYBERDRIVER



3 + 4 + block simultaneously or LT + RT (Xbox 360)/L2 + R2 (PS3)

This X-Ray is extremely dangerous because it can be comboed off any chain and used as an ender for juggles. In addition, it can be performed after landing almost any of Cyrax's specials. And since it points up, it also serves as one of the best anti-air moves in the game, next to Kung Lao. Once Cyrax has his X-Ray ready, he's one of the most dangerous characters in the entire cast.

FINISHING MOVES

BUZZ KILL



Toward, Down, Toward, Away, 2 (sweep distance)

NOTHING BUT NET

Away, Down, Away, Toward, 1

STAGE FATALITY

Down, Up, Block

BEST MATCHUP

Cyrax's best matchup is Baraka. He can be very generous with his projectile selection due to Baraka having a hard time punishing Cyrax's Bomb attempts (without being hit with the Bomb in the process). This keeps Baraka at bay, and that's exactly where Cyrax wants him to be. Baraka's only projectile (the Spark) has bad recovery, so Cyrax can throw his Net frivolously in efforts to land it while Baraka is recovering from performing his Spark. Even if Cyrax trades hits with Baraka, he can still immediately teleport behind Baraka (while he's caught in the Net) and perform whichever combo he likes. Overall, this is a very comfortable match for Cyrax.

WORST MATCHUP

Cyrax's worst matchup in the game is Nightwolf. His ability to reflect or absorb almost all of Cyrax's projectiles (Net, Sticky Bombs, and Sawblade), coupled with the ability to use the Power Charge to punish Cyrax's attempts to throw the only projectile that Nightwolf can't reflect (the Bombs), makes for a very steep uphill battle. Cyrax is at his best setting traps from a distance, but Nightwolf simply has the answer to anything Cyrax does in that situation.

ERMAC



EVO

As punishment for resisting Shao Kahn's claim to the realm of Edenia, the souls of the vanquished were torn from their bodies and fused together to form the being now known as Ermac. Bent to Shao Kahn's will, Ermac is his foremost enforcer. The essences of so many souls bound together give Ermac immense telekinetic power—an advantage that will destroy EarthRealm's resistance to Shao Kahn's rule.

GENERAL STRATEGIES

Ermac's easy juggles stemming from combos into his Force Lift and follow-ups into his Force Port and Force Push do not take a great deal of practice and inflict a considerable amount of damage. Anything that leads your opponent near the corner with the possibility of Force Port juggle mix-ups will frustrate them into making even more mistakes. Fighting against an unforgiving character like Ermac will cause you to play a lot safer and give you a better understanding of spacing and where you can exploit certain moves.

Another interesting technique is instead of following up your combo starter with a chain combo, you can perform an Air Blast. This gives you an excellent secondary option to players trying to get away. Ermac's unblockable (when fully charged) Away + 2 can be juggled afterward with a low attack into a Force Lift, allowing for some interesting follow-ups. Forgoing the third hit of the 1, 2, 1 chain combo and using a Force Lift instead is a very fast way to get some juicy damage. This also works well after a combo starter.

CHARACTER TIER PREVIEW

	Total Wins	Baraka	Cyber Sub-Zero	Cyrax	Ermac	Jade	Jax	Johnny Cage	Kabal	Kano	Kitana	Kung Lao	Liu Kang	Mileena	Nightwolf	Noob	Quan Chi	Raiden	Reptile	Scorpion	Sektor	Shang Tsung	Sheeva	Sindel	Smoke	Sonya	Stryker	Sub-Zero	Kratos
Ermac	154	7	8	6	X	6	6	5.5	5.5	5.5	6	4.5	5.5	5.5	5	6	7	4.5	5	5.5	6	4	7	6	5	5	5.5	5.5	6

BASIC MOVES

BACK FIST



Toward + 1

UPPERCUT



Down + 2

WIND STRIKES



Away + 1

FIST SMASH



Toward + 2

PSYCHIC PALM



Away + 2 (hold 2 to charge)

This move is unblockable when fully charged. It can also be dash canceled.

QUICK KICK



Away + 3

2-HIT KICK



Toward + 4

LOW LEG



Up + 4 This move hits overhead.

SWEEP



Away + 4

CHAIN COMBOS

ERMAC RUSH



1, 2, 1

MYSTERIOUS MASH



Toward + 1, 1, 4

FUSION



Away + 1, 1, 4

WE WIN



Away + 1, 2, Toward + 1

NETHER PAIN



LOST SOULS



SURRENDER



PSYCHIC STRIKES



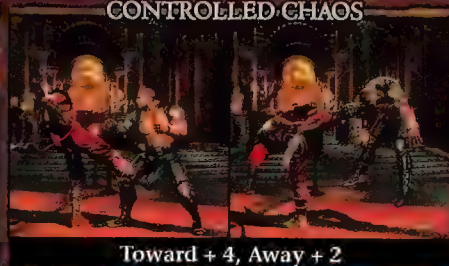
RELINQUISH



DISORIENTED



CONTROLLED CHAOS



FAST TAGS (TAG MODE ONLY)

BREAKDOWN



Toward + 2, Tag

This pops the opponent up, leaving them vulnerable to any attacks from the character being tagged in.

BRAIN-FREEZE



Away + 2, Tag

This staggers an opponent, leaving them vulnerable to any attacks from the character being tagged in.

MIND-BLOWING



Away + 1, 2, Toward + 1, Tag

This pops the opponent up, leaving them vulnerable to any attacks from the character being tagged in.

TAG COMBOS (TAG MODE ONLY)

CLEAR-YOUR-MIND



Toward + 1, 1, Tag

SUBCONSCIOUS



Away + 1, 1, Tag

LUCIDITY



3, 1, Tag

SPECIAL MOVES

FORCE-BALL



Down, Away, 2

This is a pretty good projectile with a nice radius and decent recovery. With the Force Ball, Ermac can hang with almost anyone in a firefight from full screen.

AIRBLAST



Down, Away, 2 (while in the air)

This staggers the opponent backward if they are standing and knocks them to the floor dramatically if they are airborne.

FORCE PORT



Down, Away, 4 (can be done in the air)

This is a standard teleport. Great for juggles and good to use as a counter if you can get a read on whether someone will throw a projectile.

FORCE LIFT



Down, Away, 1

This lifts the opponent up and slams them to the floor, popping them up for any juggle you want. Ermac's jump kick into Force Port is a great gateway to big damage after a Force Lift.

BUTT SLAM



Down, Down, Up

This move seems like it leaves Ermac too vulnerable in the air to use in the heat of battle, but when used in conjunction with his Force Port and Airblast (to counter an opponent trying to knock you out of the air), it can become a tricky tool in his arsenal.

FORCE PUSH



Away, Toward, 1

This move doesn't do a lot of damage but adds a great deal of finesse to any combo or juggle. It's also fast enough to catch an opponent off guard at half-screen distance.

ENHANCED MOVES

The following moves use one bar of super meter.

FOCUS BALL



Down, Away, 2 + Block

This is just like the normal version, only it cannot be ducked.

FORCE BLAST



Down, Away, 2 + Block (while in the air)

This functions just like the Air Blast only with more damage output.

TELEPORT



Down, Away, 4 + Block (can be done in the air)

This version of the Force Port hits one extra time for added damage. If you're quick enough, you can squeeze in a Force Lift or a Force Push before the opponent lands from the second hit of the Teleport.

BUTT SMASH



Down, Down, Up + Block

This functions just like the normal version, just with added damage.

TELELIFT



Down, Away, 1 + Block

This works just like the Force Lift but adds a very stylish and gratifying second slam to pop the opponent up.

TELEPUSH



Away, Toward, 1 + Block

This adds a devastating slam to the already flashy Force Push.

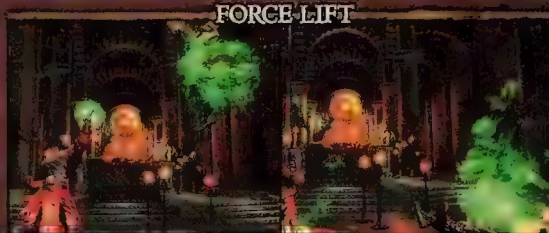
WAKE-UP MOVES

FORCE PORT



Down, Away, 4

FORCE LIFT



Down, Away, 1

INTERMEDIATE COMBOS

COMBO A (4-HITS)



Away + 3, 4, Force Port, Dash in, Uppercut

COMBO B (6 HITS)



Force Lift, Dash in, 1, 2, 1, Force Ball

COMBO C (7 HITS)



3, 1, Force Lift, Force Port, Force Push

EXPERT COMBOS

COMBO A (9 HITS)



Away + 1, 2, Toward + 1, Dash in, Force Lift, Jump Punch, Force Teleport

COMBO B (12 HITS)



Jump Punch, 3, 1, Force Lift, Jump Punch, Force Port, Dash in, 2, 2 Force Lift

COMBO C (15 HITS)



Jump Punch, Away + 1, 2, Toward + 1, Teleport, Dash in, 2, 2, Force Lift, Jump Punch, Force Port, Ducking 1, Telepush

X-RAY ATTACKS

This attack uses three bars of Super Meter.

CANNONBALL SLAM



3 + 4 + Block Simultaneously OR LT + RT (Xbox 360)/L2 + R2 (PS3)

Ermac can combo into his X-Ray off of his chain combos, and he can use it as an extremely reliable anti-air. It can hit from a fairly long distance and just begs for the player to use it after a successful Air Force Port. You can also use it to counter an opponent who tries to throw a projectile from within the X-Ray's range (it will override any projectile). Overall, Ermac has little trouble finding a way to land his X-Ray Attack when he's got meter.

FINISHING MOVES

MIND-OVER-SPLATTER



Down, Up, Down, Down, Block

PEST CONTROL

Toward, Away, Toward, Down, 4

STAGE FATALITY

Down, Up, Down, Down, 3

BEST MATCHUP

Ermac has a few great matchups, but Baraka gives him the least trouble out of the cast. At half-screen distance (or a little but farther), all of Baraka's special moves can be punished with the Force Push or Force Lift. This leaves Baraka no other choice but to fight hand-to-hand or get pushed full screen or lifted up to get juggled. At a distance, Ermac can control a firefist since his Force Ball recovers much faster than Baraka's Spark. If Baraka tries to jump from full screen, he can be anti-aired clean with the Force Push and sent back to square one. If Baraka waits for Ermac to jump at him in efforts to anti-air with the Chop Chop, Ermac can easily perform an Air Force Port on reaction and counter it cleanly from behind. Baraka simply doesn't have a whole lot to be confident about in this matchup. Ermac has all the answers and can leave Baraka questioning whether this fight can be won at all.

WORST MATCHUP

Ermac's worst matchup is against Shang Tsung. Even with the ability to teleport behind Shang and punish a projectile, it's still hard to establish a rhythm against him without being worried sick about the Ground Skulls. If Ermac can determine when Shang Tsung will throw them, Shang can perform a Ground Eruption, which can stop Ermac from trying to follow up after a successful Force Port. Beyond Ermac's Force Port, he really can't hang with Shang Tsung's projectile game outside of trading a Force Push with a projectile just to score damage. Either way, you still end up on opposite sides of the screen where Shang is at his most comfortable. This matchup can be competitive if Ermac can see patterns in Shang's projectile assault. If not, he is but another soul for Shang Tsung's collection.

JADE

BIO

An assassin for Shao Kahn, Jade has earned a reputation as an agile and stealthy warrior. Her family was Edenian nobility and served the emperor once he conquered their realm, giving Jade to him as tribute when she was a child. After she did years of rigorous training in the art of kombat, Shao Kahn awarded her the position of bodyguard to Princess Kitana. Over the centuries, she and Kitana have become close friends, which makes Jade's secret orders from Shao Kahn painful to accept: Should Kitana's loyalty falter, Jade must kill her friend.

GENERAL STRATEGIES

Jade's speed, safe attacks, and savvy combo abilities put her near the top of the cast. She has four different types of Boomerang projectiles that are very tricky. The enhanced version doubles back, forcing you to block twice and opening up a world of combo opportunities for Jade. Her Eclipse Kick can always juggle twice if the first Eclipse Kick successfully hits your opponent. Jade's best setup combo is Toward + 2, 1, 2, and she can even juggle with Eclipse Kicks afterward, leaving an opponent helpless in the corner every single time. In addition, her Away + 2 pop-up is deceptive and great for follow-up combos. If done correctly in the hands of experts, her Shadow Glow allows you to go through any attack an opponent throws (Jade will take the damage from the attacks if they hit her) at you; it lasts for only a couple of seconds on the screen, but you can essentially use it to get a free combo every single time. Be wary of her meter if a player has high execution skills, as this makes her one of the deadliest characters in the game.



CHARACTER TIER PREVIEW

	Totai Wins	Baraka	Cyber Sub-Zero	Cyrax	Ermac	Jade	Jax	Johnny Cage	Kabal	Kano	Kitana	Kung lao	Liu Kang	Mileena	Nightwolf	Noob	Quan Chi	Raiden	Reptile	Scorpion	Sektor	Shang Tsung	Sheeva	Sindel	Smoke	Sonya	Stryker	Sub-Zero	Kratos
Jade	130.5	5	6	4.5	4	X	4.5	4	5	5	4.5	4	4.5	4.5	4	6	6	4	5	5	5	4	6.5	5	4	4.5	4.5	5.5	6

BASIC MOVES

STAFF STRIKES



Away + 1

RISING POLE



Away + 2

UPWARD THRUST



Toward + 2

GUT KICK



Away + 3

POLE VAULT



Up + 3

UPPERCUT



Down + 2

SWEEP



Away + 4

CHAIN COMBOS

POLE CHECK



1, 2, 2

BAD GIRL



2, 3, Toward + 2

EDENIAN RUSH



Toward + 2, 1, 2

BETRAYAL



3, 4, 2 The second hit of this chain hits low.

JADE CHARGE



Away + 1, Toward + 1

ASSASSIN STRIKES



Away + 3, 2

POLECAT



4, Toward + 3

FAST TAGS (TAG MODE ONLY)**UNTAMEABLE**

Away + 2, Tag

This pops the opponent up, leaving them vulnerable to any attacks from the character being tagged in.

POLE PAIN

Up + 3, Tag

This pops the opponent up, leaving them vulnerable to any attacks from the character being tagged in.

TAG COMBOS (TAG MODE ONLY)**AFTER YOU**

1, 2, Tag

LIKEWISE

2, 3, Tag

EDENIAN TAG

Toward + 2, 1, Tag

DISTRUST



3, 4, Tag

SPECIAL MOVES

BOOMERANG



Down, Toward, 1

This projectile has a pretty long start-up animation but has decent recovery when thrown.

BOOMERANG UP



Down, Away, 1

Use this version of the Boomerang when you think your opponent will jump, and it will meet them in the air.

BOOMERANG-DOWN



Down, Toward, 3

This Boomerang has to be blocked low. Comboing a chain into this move works like a charm if you're able to condition your opponent to look out for the Staff Overhead.

SHADOW-KICK



Down, Toward, 4

This works well as a combo ender and is fast enough to catch an unaware opponent off guard from half-screen distance. With timing, Jade can follow up the Shadow kick with another one right after the first one is completed.

SHADOW-FLASH



Away, Toward, 3

This move renders Jade impervious to projectiles.

STAFF-OVERHEAD



Down, Away, 2

This move hits overhead and pops the opponent up, leaving them open for any juggle combo you like. Her Toward + 2, 1, 2 chain works great after landing the Staff Overhead.

STAFF GRAB



Down, Toward, 2

This is a gratifying move that is best used as a combo ender whether on the ground or in a juggle.

ENHANCED MOVES

The following moves use one bar of super meter.

REBOOMERANG



Down, Toward, 1 + Block

This works like the normal Boomerang but makes its way back around for a second hit and added damage. Also, the opponent cannot duck this version.

REBOOMERANG-UP



Down, Away, 1 + Block

Same as the normal version, but it makes its way back around for a second hit and added damage.

REBOOMERANG-DOWN



Down, Toward, 3 + Block

Functions just like the regular Boomerang Down, but makes its way back around for a second (low) hit and added damage.

SHADOW GLOW



Away, Toward, 3 + Block

When the Shadow Glow is activated, Jade becomes impervious to projectiles, and she can walk right through any attack in the game and mount her own attack to punish her opponent as they try to hit her.

STAFF SMASH



Down, Away, 2 + Block

This version of the Overhead Staff works the same way, but comes out significantly faster.

ECLIPSE KICK



Down, Toward, 4 + Block

This works just like the Shadow Kick, only this travels full-screen distance and the opponent cannot duck it.

STAFF SLAM



Down, Toward, 2 + Block

This can be applied the same way as the Staff Grab, but this version adds two extra slams, making any combo that incorporates it as stylish and damaging as possible.

WAKE-UP MOVES

SHADOW FLASH



Away, Toward, 3

STAFF OVERHEAD



Down, Away, 2

X-RAY ATTACKS

This attack uses three bars of Super Meter.

STAFF BUSTER



3 + 4 + Block Simultaneously OR LT + RT (Xbox 360)/L2 + R2 (PS3)

Jade's X-Ray is very good, as it can be comboed off any of her chains and landed within any juggle combo. It's exceptionally fast and travels the entire screen distance. This means that any opponent looking for a firefight from afar must watch out for Jade activating her Shadow Flash and performing her X-Ray from full screen (before they recover from throwing the projectile).

INTERMEDIATE COMBOS

COMBO A (4 HITS)



Toward + 2, 1, 2, Jade Shadow Kick

COMBO B (4 HITS)



Away + 2, 4, Staff Grab

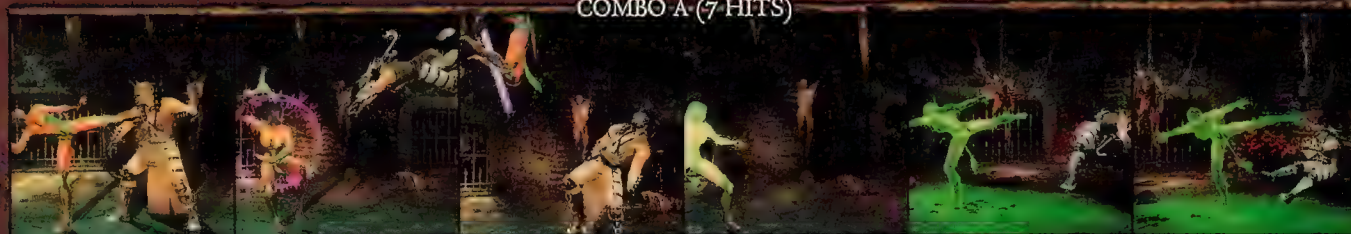
COMBO C (5 HITS)



2, 3, Toward + 2, Jade Shadow Kick, Jade Shadow Kick follow-up

EXPERT COMBOS

COMBO A (7 HITS)



3, 4, Reboomerang, Jade Eclipse Kick, Jade Shadow Kick follow-up

COMBO B (8 HITS)



Jump Punch, 3, Staff Overhead, Dash in, Toward + 2, 1, Jade Shadow Kick, Dash in, Ducking 1, Jade Shadow Kick

COMBO C (10 HITS)



Jump Punch, Away + 1, Staff Overhead, Dash in, Away + 2, Dash in, 2, 3, Reboomerang Down

FINISHING MOVES

HEAD-A-RANG



Up, Up, Down, Toward, 1

HALF MAST

Away, Down, Away, Down, 4

STAGE FATALITY

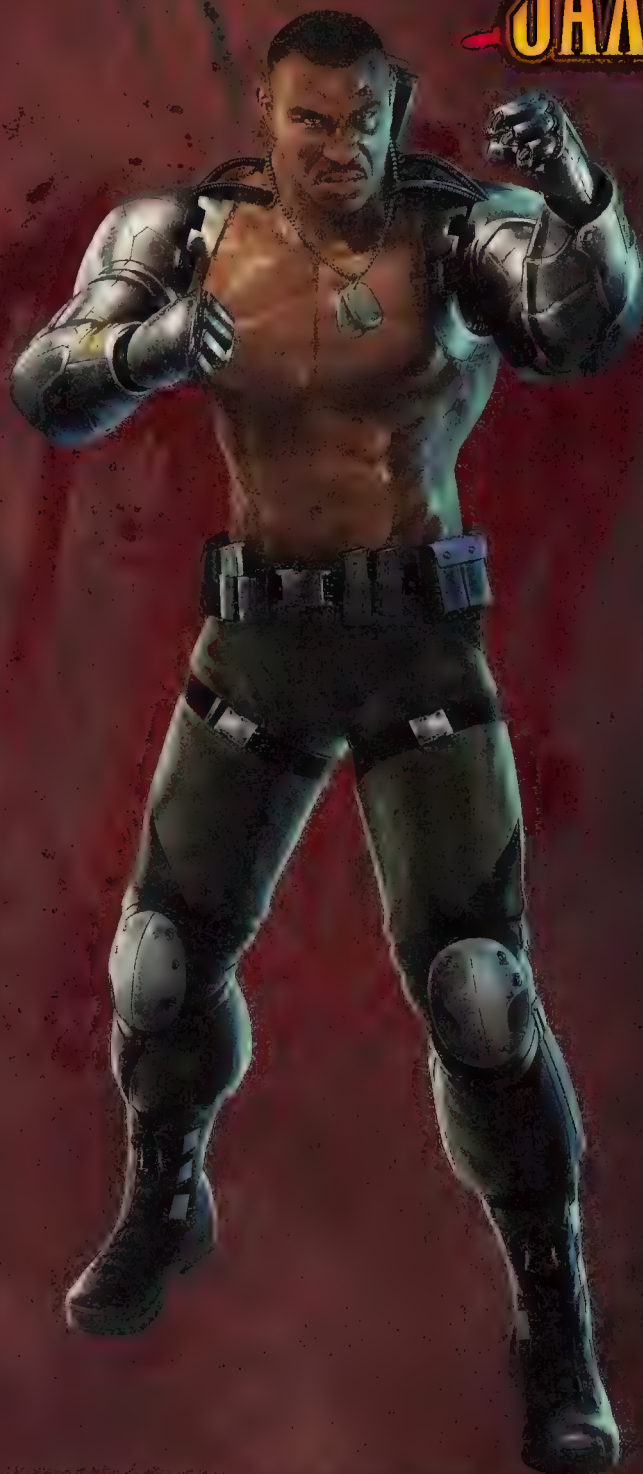
Away, Toward, Down, Block

BEST MATCHUP

Jade's best matchup is probably against Sheeva. Jade can mount a good amount of close-quarter offense by combining low attacks and chains into the Staff Overhead as well as 3, 4 into Boomerang Down. Once a Staff Overhead is comboed off a chain, Sheeva is forced to stand and block it; if she tries to jump away, the staff will knock her back to the ground on her way up. From a distance, Jade wins the projectile war due to her Shadow Flash. If Sheeva performs her Jump Stomp, Jade can activate the Shadow Glow and take the hit just to initiate her own offense as Sheeva lands. This match isn't a complete blowout, but Jade just has way more tools to work with in this matchup.

WORST MATCHUP

Jade's worst matchup is probably Nightwolf. Her Shadow Flash is not impervious to Nightwolf's Lightning. Using that as a cornerstone, Nightwolf can make Jade think hard about which projectile is coming (and how she should deal with it). For instance, if she gets hit with Lightning and figures Nightwolf will perform an Arrow Shot after, Nightwolf can perform a multi Arrow instead, which will almost certainly knock her out of her jump. Or he can wait till she lands and perform a Thunder Storm, popping her up for a combo ending with a Shoulder to push her back full-screen distance away. She can't throw Boomerangs because they will get reflected, and even though her Shadow Kick is fast and travels far, Nightwolf can play that game, too, from almost full screen with his Power Charge. All in all, Nightwolf overmatches Jade and can keep her in check for most if not all of an entire match.



BIO

A decorated member of the U.S. Special Forces and a formidable close-kombat warrior, Major Jackson Briggs's current mission is to bring down the notorious criminal organization known as the Black Dragon. With Lieutenant Sonya Blade, he has seized many of their weapons caches. But when a trusted informant, Kano, was revealed to be a high-ranking member of the Black Dragon, Jax made Kano's capture his priority. Kano has gotten the better of Jax thus far, leading the Special Forces into numerous deadly ambushes. Jax and Sonya finally cornered Kano on an uncharted island but were overpowered by the island's inhabitants. They have now been forced into a sadistic ritual of bloody kombat.

GENERAL STRATEGIES

Jax has generally changed over the years from defensive machine to offensive powerhouse. Often you will find yourself having to close the gap to get in close, but once you are in, your opponent will have a hard time keeping you off them. Jax's Toward + 4, 1, 3 combo is a low attack starter and is very dangerous if it begins with a combo starter from jumping in with Attack 1 or 2. Useful setups include 1, 1, Overhead Smash, which knocks the opponent down and allows you to follow up with the mix-up of your choice. Crouching Attack 4 canceled into a Dash Punch can be a good surprise maneuver but it can be ducked. Utilizing the Overhead Smash cancel from low attacks will require your opponent to block high and is hard to see coming. For projectile games, Jax's Energy Wave can be ducked, but the enhanced version can't. Use this to your advantage in projectile wars.

CHARACTER TIER PREVIEW

	Total Wins	Baraka	Cyber Sub-Zero	Cyrax	Ermac	Jade	Jax	Johnny Cage	Kabal	Kano	Kitana	Kung Lao	Liu Kang	Mileena	Nightwolf	Noob	Quan Chi	Raiden	Reptile	Scorpion	Sektor	Shang Tsung	Sheeva	Sindel	Smoke	Sonya	Stryker	Sub-Zero	Kratos
Jax	131	6	6	4	4	5.5	X	4.5	4	4.5	4.5	4	5	5	4	6	6	4	4.5	5	5.5	3	6	4.5	4.5	5	5	5	6

BASIC MOVES

UPPERCUT



Down + 2

HOOK-SWIPE



Away + 1

BIG LEG



Toward + 3

SHIN-KICK



Toward + 4

SWEEP



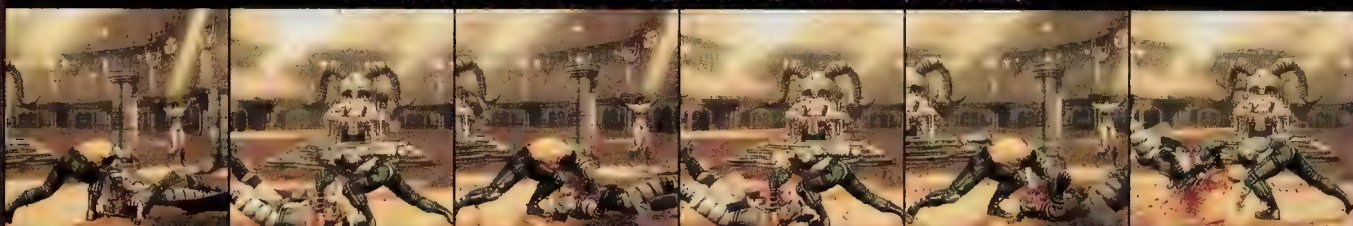
Away + 4

THROW-SPECIALS

Throw, then 1 + 4 (Triple Slam)

Throw, then 1 + 4, then 2 + 3 (Quad Slam)

Throw, then 1 + 4, then 2 + 3 (Quad Slam), then 2 + 4 (Five Slams)



Throw, then 1 + 4, then 2 + 3 (Quad Slam), then 2 + 4 (Five Slams), then 1 + 2 + 3 + 4 (Six Slams; two frame window to do the last slam)

CHAIN COMBOS

MAJOR FORCE



1, 2, 3

ACTIVE DUTY



2, 1

BOOT-KAMP



Away + 1, 2, 4 The second hit of this chain hits overhead.

FIELD GRADE



2, 2

ADVANCE-FORCE



Toward + 4, 1, 3

CODE OF CONDUCT



Toward + 4, 1, 4

CHAIN OF COMMAND



2, Toward + 2, Away + 1 The second hit of this chain hits overhead.

FAST TAGS (TAG MODE ONLY)

MAJORITY RULES



Down, Away, 3, Tag

This pops the opponent up, leaving them vulnerable to any attacks from the character being tagged in.

OUTRANKED



Down, Away, 3 + Block, Tag (uses one bar of Super Meter)

This pops the opponent up, leaving them vulnerable to any attacks from the character being tagged in.

TAG COMBOS (TAG MODE ONLY)

MAJOR MUSCLES



Away + 1, 2, Tag

ALLOYVER-YOU



2, Toward + 2, Tag

BRIGG'S DA NOISE



2, Toward + 2, Away + 1, Tag

SPECIAL MOVES

ENERGY WAVE



Down, Away, 2

A fairly fast projectile attack with pretty good recovery. Most chains combo into this, and it can also be used as a combo ender.

DASH PUNCH



Down, Toward, 2

This extremely quick move can be used in the middle of chain combos or as an anti-air or a combo ender. It's best comboed off of Jax's Toward + 4 attack that hits low (or his "Advance Force" chain that starts low). Or it can be used to suddenly assault an opponent if they are in range and aren't ducking.

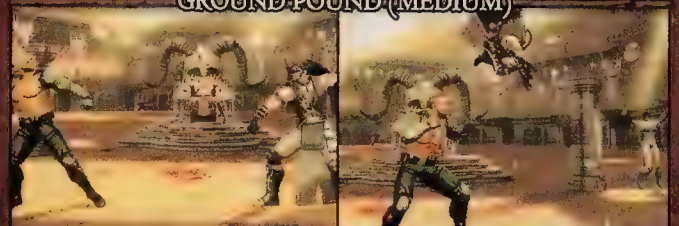
GROUND POUND (CLOSE)



Down, Away, 3

In order for this relatively slow move to work, you must condition the opponent to sit still or duck-block for a split second. Do this by landing either a low attack (such as Jax's sweep or Toward + 4) or an overhead attack (such as the second hit of 2, Toward + 2 and the Overhead Smash) more than the opponent would like you to. Sweep an opponent twice in a row and they will almost certainly stay duck-blocking in anticipation for the next one. At that point you can perform a close Ground Pound without worrying about an opponent jumping away from it.

GROUND POUND (MEDIUM)



Down, Toward, 3

Landing a Dash Punch puts the opponent at the perfect distance to perform this move. Ground Pounds aren't inescapable, but by timing the move so that it hits the ground as the opponent is getting up, it forces them to jump or get popped up.

AIR GOTCHA GRAB



Down, Away, 1

This is a great anti-air and is a perfect follow-up to landing a close Ground Pound.

GROUND POUND (FAR)



Down, Away, Toward, 3

This move is best used in the middle of a full-screen projectile war; since you will naturally duck under most projectiles during the Ground Pound. It can also be used against opponents who like to roll backward every time after being knocked down, thus rolling right into a far Ground Pound.

OVERHEAD SMASH



Down, Up, 4

This move can set up an opponent for Ground Pounds, Dash Punches, and Jax's X-Ray. The Overhead Smash leaves the opponent grounded long enough for Jax to formulate what he will follow it up with; for the opponent it's a nerve-racking guessing game (especially with no meter to do an enhanced wake-up attack). Toward + 4 is a great attack to combo the Overhead Smash off of since it forces the opponent to block low and will connect for a two-hit combination if Toward + 4 lands.

GOTCHA GRAB



Down, Toward, 1

This crowd-pleasing move can be used in the middle of Jax's chain combos and within juggle combos.

BACK BREAKER



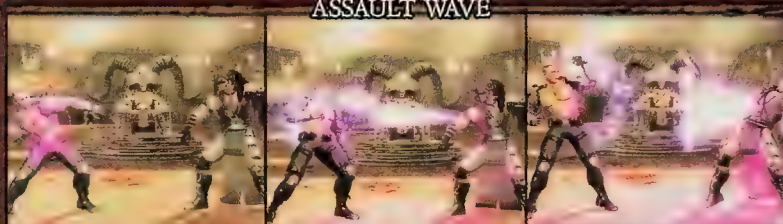
THROW (While in the air)

A great flashy anti-air that can also be comboed off of a jump attack.

ENHANCED MOVES

The following moves use one bar of super meter.

ASSAULT WAVE



Down, Away, 2 + Block

This functions like the normal version but fires a secondary projectile that cannot be ducked (it has to be duck-blocked). The second projectile covers enough horizontal space to hit an opponent trying to jump over it if they mistime it. Also, from full screen, it serves as a great setup for Jax's far Ground Pound (since the opponent's tendency is to remain crouching for a split second after duck-blocking a projectile).

GROUND QUAKE



Down, Away, 3 + Block

This functions like the regular Ground Pound but with the added benefit of it being inescapable if performed on a downed opponent (they can't roll out/jump away). This means he can land a Ground Quake after jump kicks, an Overhead Smash, and even after a regular Ground Pound. What's more is that the Ground Quake is cancelable by simply dashing toward or away before the Ground Quake animation is complete. Canceling out a Ground Quake and attacking your opponent (with moves such as the Dash Punch or Back Breaker) as they try to jump away is key.

DASH FIST



Down, Toward, 2 + Block (Throws opponent)

This version of the Dash Punch transitions into a throw when landed. This is not only very gratifying, but also deals significantly more damage than the normal Dash Punch.

GOTCHA BEATDOWN



Down, Toward, 1 + Block

This version of the Gotcha Grab deals three extra hits and significantly more damage.

AIR GOTCHA-BLAST



Down, Away, 1 + Block

Use this like you would the normal Air Gotcha Grab, but with the intention of taking off more life while looking flashy.

ELITE SMASH



Down, Up, 4 + Block

You can't land a free Ground Quake after landing an Elite Smash. However, when landed, it transitions into a throw maneuver for added flash and damage.

WAKE-UP MOVES

GROUND POUND (CLOSE)



Down, Away, 3

GROUND POUND (MEDIUM)



Down, Toward, 3

GROUND POUND (FAR)



Down, Away, Toward, 3

GOTCHA GRAB



Down, Toward, 1

AIR GOTCHA GRAB



Down, Away, 1

INTERMEDIATE COMBOS

COMBO A (5 HITS)



Jump punch, 1, 2, Energy Wave

COMBO B (5 HITS)



2, Toward + 2, Gotcha Grab

COMBO C (5 HITS)



Ground Pound (close), Jump Kick, Back Breaker

EXPERT COMBOS

COMBO A (6 HITS)



Ground Pound (close), Away + 1, 2, 4, Dash Fist

COMBO B (6 HITS)



Jump punch, 2, Toward + 2, Away + 1, Air Gotcha Grab

COMBO C (11 HITS)



Ground Pound (close), 1, 2 dash in, 2, 1, Gotcha Beatdown

X-RAY ATTACKS

This attack uses three bars of Super Meter.

BRIGG'S BASH



3 + 4 + Block Simultaneously OR LT + RT (Xbox 360)/L2 + R2 (PS3)

This X-Ray Attack is an unblockable grab that doesn't travel very far but does great damage. This can also act as a near-certain anti-air. To get the most out of this X-Ray, set this up the same way you would a close Ground Pound, as the amount of time it takes for the X-Ray to grab the opponent is virtually identical to the amount of time a Ground Pound takes until it hits the floor.

Think along those terms and you'll be setting foes up for defeat in no time.

FINISHING MOVES

SMASH AND GRAB



Away, Toward, Toward, Away, 2 (touching opponent)

THREE POINTS!

Toward, Toward, Away, Down, 3

STAGE FATALITY

Down, Forward, Down, 1

BEST MATCHUP

Jax is the kind of character who, once he gets in, sticks to the opponent like glue and forces him to look for an exit. Out of all the cast, Sheeva feels this pressure more than anyone else due to her relatively slow start-up animations for her attacks. When Jax starts attacking with his chain combos, Sheeva has to grin and bear it until there is a clear opening for her to jump away; even then, her height makes it extremely difficult for her to jump out without taking a hit on her way up. In the event that Sheeva has enough room to perform her Jump Stomp (or even if she combos a chain into it), Jax can fire off his Dash Punch to get out of harm's way at the very last second. Sheeva is forced to pick her shots and play defensive against Jax, as her size and lack of mobility plays right into Jax's aggression.

WORST MATCHUP

The worst possible match for Jax is Shang Tsung. Jax is best when he is in close quarters, bullying with his chain combos and Close Ground Pound. Shang Tsung's projectile game is so strong that Jax feels like he has to thread a needle in order to get in close. The varying distances of the Ground Skull keep Jax from doing things such as a whiffed Dash Punch just to close the gap. This will cause him to inevitably run into an Ground Skull and get hit with several more projectiles (such as the Triple Skull), pushing Jax back to full-screen distance, back to square one. Magnifying the difficulty is the fact that Jax's long-distance attacks (the Far Ground Pound and Energy Wave) are too slow to score a good trade with Shang's Ground Skull and is rarely ever able to break his momentum. Without patience, this matchup is hell for Jax, and even then it's an uphill struggle.

JOHNNY CAGE



B10

There is no greater martial arts movie star than Johnny Cage. Films such as *Dragon Fist*, *Time Smashers*, and *Citizen Cage* have made him one of the most highly paid actors in Hollywood. But there is more to Johnny than even he knows. He is a descendant of an ancient Mediterranean cult that bred warriors for the gods—warriors who possessed power beyond that of mortals. This legacy has made Johnny Cage a star. More important, it will aid him in the battle to come.

GENERAL STRATEGIES

At first glance, Johnny Cage does not look like he has a lot going for him. However, his strength lies in his ability to “cage” an opponent into making crucial mistakes at inopportune moments. For example, his Shadow Kick can be ducked and uppercutted pretty easily, but his Eclipse Kick (think enhanced move Shadow Kick) can’t be ducked and you can’t jump at it. What this creates during a match is constant Super Meter watching, making sure you aren’t jumping or ducking at the wrong time.

On offense, Johnny Cage’s jump-in Attack 1 (combo starter, and can cross up) can be followed up with Toward + 4 (which is an overhead attack); if blocked, you can go into standing 1, 1, or a quick crouching 1 for frame advantage and mix-up setups into other combos, a grab, or resets. An excellent wake-up move for Cage is his Nut Punch. Since invincibility frames are added on wake-up moves and the Nut Punch is a medium attack, it is recommended that opponents keep away from Cage if he has Super Meter. Even deadlier is his Wake-Up Flip Kick, which if enhanced acts as an anti-air as well, making Cage seem like a tank when he has meter.

CHARACTER TIER PREVIEW

	Total Wins	Baraka	Cyber Sub-Zero	Cyrax	Ermac	Jade	Jax	Johnny Cage	Kabal	Kano	Kitana	Kung lao	Liu Kang	Mileena	Nightwolf	Noob	Quan Chi	Raiden	Reptile	Scorpion	Sektor	Shang Tsung	Sheeva	Sindel	Smoke	Sonya	Stryker	Sub-Zero	Kratos
Johnny Cage	155	7	7	6	4.5	6	5.5	X	5	5.5	5.5	5	5.5	6	5	6.5	6	5	5.5	5.5	6	4.5	7	6	5	5.5	6	5	7

BASIC MOVES

CHARGE PALM



Away + 2

CHARGE PALM-CANCEL



Away + 2 (can be canceled by a dash)

The fully charged version of this move is an unblockable attack that allows for any kind of follow-up you'd like, but it takes a while to get the full impact. However, it's the fact that the move can be dash-canceled that makes it threatening. When used up close, it makes an opponent try to avoid it by back dashing, jumping, or performing a wake-up attack (since nobody wants to sit still and get hit with an unblockable attack). It is then when you can beat them "on their way out" with whatever move you'd like (such as Johnny's Shadow Kick if your opponent tries to jump), or simply block if they try to counter your Charge Palm with their own special attack.

2-HIT ELBOW



Toward + 2

AXE KICK



Toward + 4 This move hits overhead.

POP UP



Away + 3

RISING KNEE



Toward + 4

SWEEP



Back + 4

CHAIN COMBOS

OUT TAKE



1, 1, 1

SHOWTIME



1, 1, Toward + 1

STAND-IN



1, 1, 4

CROSS CUTTING



1, 3, 2

JOHNNY CAGE

WIDESCREEN



2, 1, Toward + 2 The last hit of this chain hits overhead.

DIRECTOR'S CUT



2, 1, Away + 4 The third hit of this chain hits low.

TAKE TWO



Toward + 3, 2

MONEY SHOT



4, 4

THAT'S THE TICKET



Toward + 3, 3, Away + 3 The last hit of this chain hits overhead.

FAST TAGS (TAG MODE ONLY)

CLIFFHANGER



Away + 2 (hold), Tag

FADE OUT



Toward + 4, Tag

This pops the opponent up, leaving them vulnerable to any attacks from the character being tagged in.

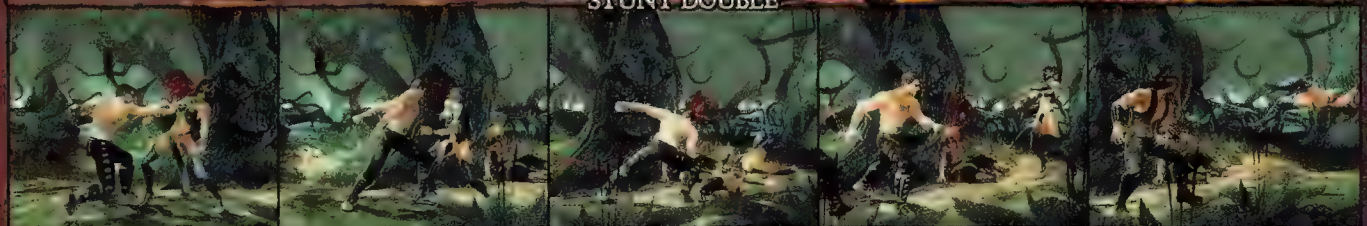
BOOTLEG



Away + 3, Tag

This pops the opponent up, leaving them vulnerable to any attacks from the character being tagged in.

STUNT DOUBLE



2, 1, Toward + 2, Tag

This pops the opponent up, leaving them vulnerable to any attacks from the character being tagged in.

TAG COMBOS (TAG MODE ONLY)

CAMBO



1, 3, Tag

DOUBLE FEATURE



2, 1, Tag

STAND-IN



Toward + 3, 3, Tag

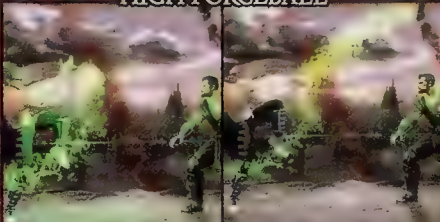
SPECIAL MOVES

LOW FORCEBALL



Down, Toward, 2

HIGH FORCEBALL



Down, Away, 2

FLIPKICK



Down, Away, 3

SHADOW KICK



Away, Toward, 4

NUT PUNCH



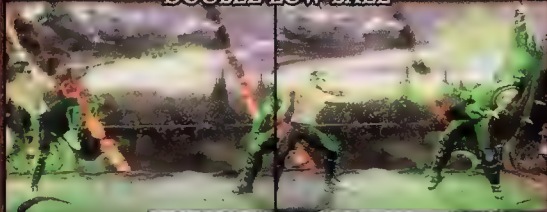
Away, Down + 1

Landing this attack leaves the opponent rendered motionless for a brief moment, allowing Cage time to mount any attack he wants. Sweeps and over-heads work great in this situation.

ENHANCED MOVES

The following moves use one bar of super meter.

DOUBLE-LOW-BALL



Down, Toward, 2 + Block

This version of the Low Forceball covers excellent space on the screen and is almost a sure bet to end the fight from afar in a matter of life and death.

DOUBLE-HIGH-BALL



Down, Away, 2 + BLOCK

Same benefit as the Double Low Ball but this should be used if you think the opponent will jump at you in a life-or-death situation.

ULTRA FLIPKICK



Down, Away, 3 + Block

This version of the Flip Kick allows for extra hits and extra damage. This is also an excellent wake-up attack.

ECLIPSE KICK



Away, Toward, 4 + Block

Like the Shadow Kick, this move is quick and effective, but with the added benefit of traveling full screen (at the same blazing speed as the regular Shadow Kick).

NUTCRACKER



Away, Down, 1 + Block

This version works like the normal Nut Punch but with the added benefit of being invulnerable to anything attacking you as you perform the Nutcracker. This move works great after an opponent blocks a chain combo and tries to retaliate, thus running right into the Nutcracker.

WAKE-UP MOVES

FLIPKICK



Down, Away, 3

NUT PUNCH



Away, Down + 1

INTERMEDIATE COMBOOS

COMBO A (6 HITS)



Jump punch, 2, 1, Flipkick

COMBO B (4 HITS)



2, 1, Toward + 2, Shadow kick

JOHNNY CAGE

COMBO C (5-HITS)



Toward + 3, 3, Away + 3, Nut Punch

EXPERT COMBOS

COMBO A (10-HITS)



Charge Palm, dash in, Pop Up, 1, 1, Double Low ball, Eclipse Kick

COMBO C (15-HITS)



Jump punch, Axe Kick, dash in, 1, 1, dash in, 1, 1 dash in 1, 1 dash in, 4, 4, Eclipse Kick

COMBO B (9 HITS)



2, 2, Toward + 2, dash in, 4, 4, Ultra Flipkick

X-RAY ATTACKS

This attack uses three bars of Super Meter.

BALL BUSTER (ACTS AS PARRY/COUNTER)



3 + 4 + Block Simultaneously OR LT + RT (Xbox 360)/L2 + R2 (PS3)

This X-Ray is to be used defensively, as it is a parry. For an opponent who likes to jump at you, this works like a charm. After you land this X-Ray, the opponent is popped up ever so slightly, allowing for Cage to dash in and land any attack he can deal to the opponent while they are airborne. The Flip Kick is a great follow-up in this situation.

FINISHING MOVES

HEADS-UP!



Toward, Toward, Away, Down, 3

AND THE WINNER IS

Down, Toward, Down, Toward, 4

STAGE FATALITY

Down, Back, Forward, Block

BEST MATCHUP

Johnny Cage is comfortable against most of the cast, but Sheeva will give him the least amount of trouble. All of her moves generally have slower-than-normal start-up animation, and Johnny Cage has some of the quickest offense in the game. This means in close quarters, he beats her to the punch almost every time, even if he reacts slightly later than she does. Cage can easily counter her Jump Stomp with his Nutcracker or Ultra Flip Kick. Also, her height (though imposing) makes it a chore for her to get over and under Cage's respective projectiles. For Cage, fighting Sheeva can feel a bit like target practice.

WORST MATCHUP

Cage's least favorable matchup is Shang Tsung, whose Up Skull sets the stage in this bout, as Johnny Cage is not able to punish them or trade with them without getting knocked backward to the floor (which reestablishes the distance Shang needs to apply more Up Skull pressure). Shang also builds plenty of meter by using the Up Skulls, so the longer Cage goes without closing the distance, the more likely Shang will have a combo breaker ready to cut short whatever Cage intends to do with the opportunity. Cage has to curb his flashiness and be patient, which is very difficult for him. If only he could use a stuntman for this matchup.

KABAL



810

Once a member of the Black Dragon clan, Kabal gave up his life of crime and put his fighting skills to more positive uses. He joined the New York City police force to combat the underworld element he once served. This transition helped ease the pain of dark memories. But when New York was invaded, he underwent another transformation—one that would afflict him physically. Severely injured in battle, he is doomed to wear a life-support system forever.

GENERAL STRATEGIES

Generally, Kabal's spin (Nomad Dash) is one of the fastest moves in any *Mortal Kombat* game and in this reiteration there is no exception. The Nomad Dash works as anti-air and can be canceled by pressing Away + Block, creating some insane mind games. For example, Kabal can throw air and ground projectiles and use the fake Nomad Dash to get closer to an opponent and set up another combo, sweep, grab, or overhead attack (Tornado Slam) into more shenanigans. Simple combos from a jump-in kick into a projectile can be followed up with a dash in Toward + 4 and any special move to continue the carnage—add to the damage if this begins with a Nomad Dash; you get an easy 30 percent just from that. Practicing timing on late jump-ins with deep Attack 3 or 4 are integral to maximizing Kabal's damage output capabilities. For old schoolers: Kabal's Away + 1, 2, 1 chain combo is reminiscent of his *Mortal Kombat 3* days and is his basic attack combo up close.

Frustrating an opponent is a staple of Kabal's arsenal. Regardless of the experience you may have playing against him, there are certain tactics you can prepare for but will still not be able to overcome playing against an expert-level Kabal player. Even something as simple as not realizing that Kabal's Saw Blades require you to block low will do you in at the end if you are not prepared. Your best bet is to have a clear mind-set and play safe against Kabal, not taking too many risks that can cause you to lose a match very quickly if you are not familiar with Kabal's setups and mind games.

CHARACTER TIER PREVIEW

	Total Wins	Baraka	Cyber Sub-Zero	Cyrax	Ermac	Jade	Jax	Johnny Cage	Kabal	Kano	Kitana	Kung Lao	Liu Kang	Mileena	Nightwolf	Noob	Quan Chi	Raiden	Reptile	Scorpion	Sektor	Shang Tsung	Sheeva	Sindel	Smoke	Sonya	Stryker	Sub-Zero	Kratos
Kabal	145	6	6	5.5	4.5	5	6	5	X	5.5	5	4	5	5.5	4	6	6	4.5	5	6	6	4.5	6.5	5.5	5	5.5	5.5	5	5

BASIC MOVES

UPPERCUT



Down + 2

HOOK-SWIPE



Away + 1

STRONG-FIST



Away + 2

STEP-KICK



Toward + 3

BIG-KNEE



Toward + 4

SWEEP



Away + 4

CHAIN COMBOS

LAST-BREATH



1, 1, 1

MUTILATION



Away + 1, 2, 1

EXTERMINATION



1, 1, Away + 4, 3

VANQUISH



2, 1, 2 The last hit of this chain hits overhead.

NOMAD'S FEAR



Toward + 3, 2

EVISCERATE



Toward + 4, 1 + 2

The second hit of this chain hits overhead.

FAST TAGS (TAG MODE ONLY)

UP NEXT



Away + 1, 2, 1, Tag

This pops the opponent up, leaving them vulnerable to any attacks from the character being tagged in.

TAG COMBOS (TAG MODE ONLY)

YOUR TURN



1, 1, Away + 4, Tag

PARTNERS IN CRIME



Away + 1, 2, Tag

REBIRTH



2, 1, Tag

SPECIAL MOVES

GAS BLAST



Away, Away, 1 (can be done in the air)

This projectile has a good radius but recovers much slower than most of the casts' projectiles. However, the Air Gas Blast can be performed low enough to the ground where it can be fired off in fairly quick succession with very little recovery time.

BUZZSAW



Away, Away, 3

This is great move from far away and in close. It has good speed and hits low, so if your opponent tries to dash forward in efforts to close in on you while you're throwing Air Gas Blasts, don't be afraid to throw the Buzzsaw, as it is very hard to block low on reaction from half-screen distance.

NOMAD DASH (CAN BE CANCELED BY PRESSING AWAY + BLOCK)



Away, Toward, 4

This move leaves the opponent spinning in one spot, open for attack. You can combo it off of any chain or use it in juggle combos, and it makes for an excellent wake-up attack. You can also cancel out of this move by pressing Away + Block during the dash. Use this to make the opponent wonder if you will commit to a full Nomad Dash or not.

TORNADO SLAM



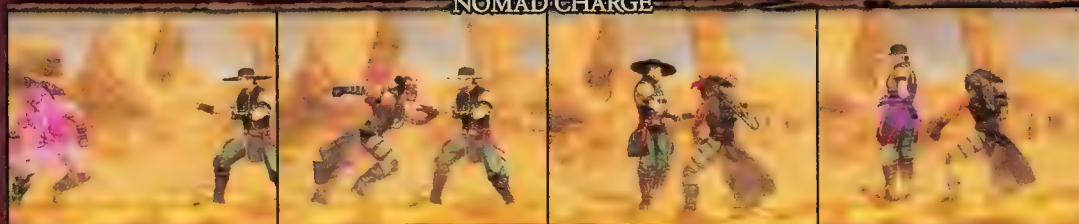
Down, Away, 2

This flashy move hits overhead and works like a charm after sweeping an opponent twice in a row or successfully landing a Buzzsaw in close.

ENHANCED MOVES

The following moves use one bar of super meter.

NOMAD CHARGE



Away, Toward, 4 + Block

This functions like the regular version, only this is significantly faster.

VAPOR-BLAST



Away, Away, 1 + Block (can be done in the air)

This works the same as the Gas Blast but delivers an extra hit and deals more damage.

SAW-BLADES



Away, Away, 3 + Block

This version of the Buzzsaw sends two blades at the opponent instead of one and does significantly more damage.

CYCLONE-SLAM



Down, Away, 2 + Block

This adds two more spins to the Tornado Slam, making it even flashier and more damaging when used in combos.

WAKE-UP MOVES

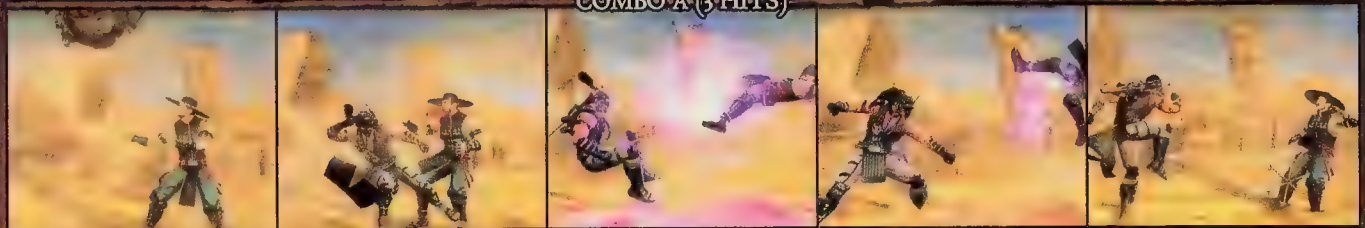
NOMAD-DASH



Away, Toward, 4

INTERMEDIATE COMBOS

COMBO A (3 HITS)



Jump Kick, Gas Blast, Buzzsaw

COMBO B (4 HITS)



Away + 1, 2, 1, Dash in, Uppercut

COMBO C (6 HITS)



Jump Punch, Toward + 3, 1, Tornado Slam

EXPERT COMBOS

COMBO A (7 HITS)



Jump Kick, Gas Blast, Nomad Dash, 1, 1, 1, Vapor Blast

COMBO B (10-HITS)



Jump Punch, Toward + 3, 1, Nomad Dash, Dash back, Jump Kick, Gas Blast, Dash in, Toward + 4, Cyclone Slam

COMBO C (13-HITS)



Away + 1, 2, 1, Jump Kick, Gas Blast, Nomad Dash, Dash back, Jump Kick, Gas Blast, Dash in, Toward + 4, Cyclone Slam

X-RAY ATTACKS

This attack uses three bars of Super Meter.

KABAL'S DEEP



3 + 4 + Block Simultaneously OR LT + RT (Xbox 360)/L2 + R2 (PS3)

In addition to being able to combo into his X-Ray off of any chain, Kabal can also use it as an ender for juggle combos. You can use Kabal's X-Ray just like you would his Nomad Dash on wake-up as well. If an opponent happens to get hit with an Air Gas Blast shot low to the ground, Kabal can recover and land the X-Ray before they fall. Lastly, due to the full-screen travel distance and speed, Kabal can also anti-air with it no matter where you are on screen or which direction you jump (toward or backward).

FINISHING MOVES

HOOK-UP



Away, Toward, Away, Toward, 1 (sweep distance)

I-TAKES GUTS

Down, Down, Away, Toward, Block

STAGE FATALITY

Down, Down, 4

BEST MATCHUP

Kabal matches up very well with most of the cast, but Jax has one of the harder times fighting him. Kabal's Air Gas Blasts are a pain for Jax to get around if performed low to the ground. He can't combat it with his Energy Wave due to Kabal recovering fast enough to block it, and he is given little to no openings to cover ground by whiffing a Dash Punch. Throw in the sneaky Buzzsaw to worry about as Jax tries to advance forward and you've got what seems like an obstacle course for Jax to solve. Not to mention, Kabal can further keep Jax hesitant but canceling out of a Nomad Dash at any point, then jumping away, just to instill a lingering fear that he will commit to a dash at some point. This is another match for Jax where his patience is tested. This is Kabal's match to lose, as he can assume control of the pace almost at will.

WORST MATCHUP

Kabal's worst matchup is probably Raiden. Raiden's Bolt attack and Teleport really keep Kabal from being liberal with his Air Gas Blasts. Kabal's best when playing keep-away, so the fact that Raiden can appear behind him at any time forces him to worry about when that will happen and what will happen after it. It's this air of discomfort that gives Raiden the freedom to use his weapons and impose his will. He can use the Torpedo to catch Kabal jumping backward before he lands and to counter right over a Buzzsaw attempt. He can use the Bolt attack to keep Kabal still long enough to close the distance with a jump, a dash-in, or a Teleport (after which he can sweep or throw to make things tricky). As noted before, Kabal matches up well with almost everyone, but it's the lack of control over the fight's tempo that makes Raiden such a worthy opponent.

KANO



E10

Undisciplined and dangerous, Kano is a thug for hire. From weapons dealing to cold-blooded murder, his military training has made him the go-to man for the Black Dragon. But when an operation went to hell and his face got horribly mutilated, Kano's crime spree was almost ended. Ever the survivor, he used his underworld connections to find a cyberneticist capable of repairing the damage. Kano was fitted with several high-tech enhancements, most notably his eye laser. With these new weapons, Kano's reign of terror has only just begun.

GENERAL STRATEGIES

Kano's style requires an opponent to block out of fear of his instant Ball and Down Ball attacks, which can also be done in the air at very late angles. His Up Ball is an excellent anti-air and his Knife Throw is extremely quick. Kano's high-low "flinch and you will be comboed" style can be frustrating to play against, but if you are a die-hard Kano user back from the *Ultimate Mortal Kombat 3* days, you will find that Kano completely fits your style. Kano is one of the few characters in the game with an Air Throw that can be easily connected from a jump kick or juggle and takes off a considerable amount of damage, so keep that in mind each time you jump at your opponent, especially if you are not as confident in your abilities as a technical fighting game player.

Kano's projectile is among the quickest in the game, and with the danger of fighting Kano in an air-to-air game, it is tough to judge when he is going to do something next or what is actually going to happen because of the extremely fast nature of his special moves. A quick and easy way to get some slick damage involves using his Away + 1, 1, 2 chain combo into 3, 3, or repeating the Away + 1, 1, 2 chain combo. Other effective juggles are Chain Combos 2, 1, 2 (can be repeated on an airborne opponent or used as a special move after the eighth hit) and his Toward + 3, Away + 2 Chain Combo.

CHARACTER TIER PREVIEW

	Total Wins	Baraka	Cyber Sub-Zero	Cyrax	Ermac	Jade	Jax	Johnny Cage	Kabal	Kano	Kitana	Kung Lao	Liu Kang	Mileena	Nightwolf	Noob	Quan Chi	Raiden	Reptile	Scorpion	Sektor	Shang Tsung	Sheeva	Sindel	Smoke	Sonya	Stryker	Sub-Zero	Kratos
Kano	140.5	6	6	5.5	4.5	5	5.5	4.5	4.5	X	5	4	5	5	4.5	6	7	5	5.5	5	6	5	6	5	4.5	5.5	4.5	4.5	6

BASIC MOVES

STRONG STRIKE



Toward + 1

UPPERCUT



Down + 2

GUT POKE



Away + 1

OVERHEAD SMASH



Away + 2

This move hits overhead.

SHIN KICK



Toward + 3

HOP-ROUNDHOUSE



Toward + 4

SWEEP



Away + 4

CHAIN COMBOS

ONE TWO THREE



1, 1, 2

FIGHTING KING



Toward + 1, 1

NO-ESCAPE



Toward + 1, 2

DRAGON'S TAIL



Away + 1, 1, 2

SNAKE-BITE



Away + 1, 2

GETTING AHEAD



2, 1, 2

UPLIFTING FORCE



Away + 2, 3

The first hit of this chain hits overhead.

SMASHING TIME



Away + 2, Toward + 1

The first hit of this chain hits overhead.

DOUBLE DRAGON



3, 3

THE RAGE KICKS



Toward + 3, 3

MEAN MACHINE



Toward + 3, Away + 2

FAST TAGS (TAG MODE ONLY)

LEAD HEAD



Away + 1, 1, 2, Tag

This pops the opponent up, leaving them vulnerable to any attacks from the character being tagged in.

EAR TO EAR



2, 1, 2, Tag

This pops the opponent up, leaving them vulnerable to any attacks from the character being tagged in.

BLOODTHIRSTY



Toward + 3, Away + 2, Tag

This pops the opponent up, leaving them vulnerable to any attacks from the character being tagged in.

TAG COMBOS (TAG MODE ONLY)

TROUBLESOME



1, 1, Tag

DELINQUENT



Away + 1, 1, Tag

VILLAINOUS



2, 1, Tag

MISCHIEVOUS



Away + 2, Tag

SPECIAL MOVES

BALL



Toward, Down, Away, Toward (half circle back, then toward)

This move is very fast and does a good deal of damage. This makes for a great juggle ender as well.

DOWN BALL



Toward, Down, Away, Toward (half circle back, then toward while in the air)

This can be used to counter projectiles on reaction from almost full-screen distance. It can also be incorporated into juggles as an ender.

KANO

UP BALL



Down, Toward, 2

This is one of the cleanest anti-airs in the game. This knocks anyone out of the sky and can be incorporated into juggle combos. It also makes for an effective wake-up attack.

CHOKE



Down, Toward, 1

Possibly the most gratifying move in the game, this makes for an entertaining combo ender.

AIR THROW



Throw (while in the air)

This is a great alternative if you have a feel for when your opponent will jump, but it is best used as a juggle ender (preferably after a jump kick).

KNIFE THROW



Down, Away, 2

One of the best projectiles in the game, hands down. Good speed and exceptional recovery. Kano can zone very well with this move and the recovery is so quick that he has time to anti-air an opponent with a Ball if they jump over it.

ENHANCED MOVES

The following moves use one bar of super meter.

KANO BALL



Toward, Down, Away, Toward (half circle back, then toward) + Block (hold Block to delay)

This functions just like the normal Ball but hits two more times and deals more damage. If held long enough, the Kano Ball becomes unblockable.

UPRISE BALL



Down, Toward, 2 + Block

You can use this the same way as the normal version, but this version does an extra hit and deals extra damage.

DOWNWARD BALL



Toward, Down, Away, Toward + Block (half circle back, then toward while in air)

This works just like the regular Down Ball but with an added hit and a grab attack that does double the damage. It also looks twice as cool when incorporated into a juggle combo.

KANO CHOKE



Down, Toward, 1 + Block

This deals more damage and is a bit more gratifying than the normal version by way of extra "emphasis" in Kano's actions!

KNIFE TOSS



Down, Away, 2 + Block

This functions just the same as the normal version, only Kano hurls two knives and deals more damage.

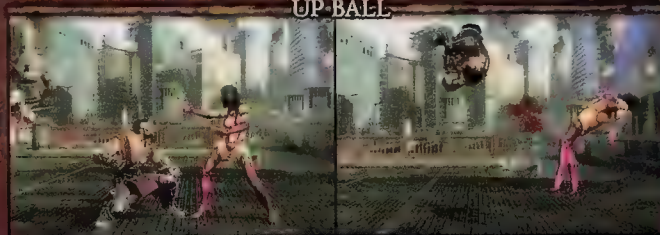
WAKE-UP MOVES

BALL



Toward, Down, Away, Toward (half circle back, then toward)

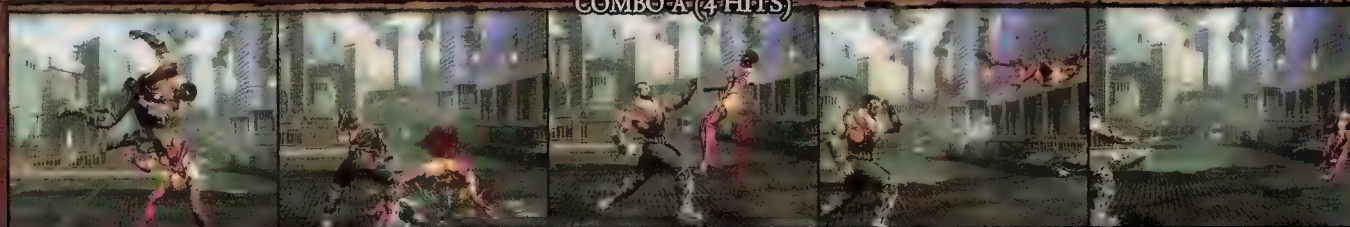
UP BALL



Down, Toward, 2

INTERMEDIATE COMBOS

COMBO A (4 HITS)



Jump Punch, Away + 2, Toward + 1, Knife Throw

COMBO B (4 HITS)



Away + 1, 1, 2, Up Ball

COMBO C (5 HITS)



2, 2, 1, Air Throw

EXPERT COMBOS

COMBO A (7 HITS)



Jump Punch, Away + 1, 1, 2, Dash in, Toward + 1, 1, Kano Choke

COMBO B (8 HITS)



Jump Punch, 2, 1, 2, Jump Kick, Downward Ball

COMBO C (11 HITS)



Jump Punch, Away + 1, 1, 2, Dash in, 2, 1, 2, Jump Kick, Downward Ball

X-RAY ATTACKS

This attack uses three bars of Super Meter.



3 + 4 + Block Simultaneously OR LT + RT (Xbox 360)/L2 + R2 (PS3)

Kano's X-Ray doesn't go very far but can still be landed relatively easy. Due to Kano's strong projectile game, it's an opponent's natural tendency to jump over the knives. When Kano has the meter, he can anti-air a jumping opponent with his X-Ray (the opponent jumps right into it and gets sucked in). Also, another way to land it is to train the opponent to look out for his Away + 2 overhead attack and then perform the X-Ray when you normally would try an overhead; it's just fast enough to catch an opponent on the ground while they are expecting an overhead attack.

FINISHING MOVES

HEARTBREAK



Away, Down, Away, Toward, 1 (sweep distance)

EAT YOUR HEART-OUT

Down, Down, Toward, Away, 4

STAGE FATALITY

Up, Up, Away, 4

BEST MATCHUP

Kano's best matchup is against Sheeva. Kano has an answer to just about every one of Sheeva's special moves. If she tries a Ground Pound or Fireball, he can punish with a Down Ball on reaction. If she tries a Jump Stomp, Kano can simply do his Up Ball and it will knock her clean out of the sky. He can keep her at bay with his Knife Throw to an annoying degree and can punish her with a Ball or Up Ball (depending on how far she is) if she tries to jump over the knives. Keeping Sheeva at bay and punishing her with special moves builds Kano's meter pretty quickly and increases his chances of landing an X-Ray. It's just an all-around bad matchup for Sheeva.

WORST MATCHUP

Kano doesn't have too many bad matchups, but the one he does struggle with is Smoke. Smoke has the fastest Teleport attack in the game and it's the only clear-cut counter for Kano's Knife Throw. Another surefire counter for Kano's Knife Throw is the Shake parry attack, which instantly punishes Kano from full-screen distance. Smoke also has one of the fastest projectiles in the game (much faster than Kano's), which is the Smoke Bomb. The fact that Kano's projectile can be countered and he can't win a firefight with Smoke forces him to come forward. And the more Kano tries to attack in close quarters, the more opportunities Smoke will have to land his Vibration parry, which works like a charm against an opponent anxious to close the distance and score damage after losing a projectile war. Kano has to be smart in this bout or else he can lose without much effort on Smoke's end.

KITANA



BIO

Over 10,000 years old, Princess Kitana remembers little of her early years. Her mother, Queen Sindel, died mysteriously ages ago in Earthrealm. Most of her life she has loyally served her father, Shao Kahn, in his unending quest to conquer the realms. With her closest friend, Jade, Kitana enforces her father's brutal will. But there is a feeling tugging at her, a feeling that the life she has known is a deception. For the moment, Kitana dutifully works to ensure Outworld's victory in this latest *Mortal Kombat* tournament. If she were to lower her guard, however, she might discover that her Earthrealm opponents can lead her to answers.

GENERAL STRATEGIES

Kitana's main offensive attacks revolve around her 2, 1, Cutting Fan up close. She can keep most of the cast out with a combination of spacing from incessant Fan Tosses in the air and on the ground. If one of them connects, she has a plethora of options to juggle an opponent; her X-Ray Attack can be done if an opponent is airborne because it looks like a normal set of fans being tossed. If an airborne Fan Toss hits an opponent, you can immediately follow that up with an X-Ray Attack for easy damage.

In addition, Cutting Fan, which already has amazing recovery and speed, causes your opponent to stagger, allowing you to mix high and low games afterward. You can also throw in Kitana's Fan Dice if you have built up enough Super Meter and your opponent has a habit of attempting an attack after the Cutting Fan. The Fan Dice hits twice and knocks your opponent down, allowing Kitana to keep the pressure on. Kitana is at her deadliest in the corner; her classic jump kick, Fan Toss, juggle of your choice, and Square Boost are still intact, but she can get over 25 hits on an opponent in the corner if you have built up enough Super Meter.

CHARACTER TIER PREVIEW

	Total Wins	Baraka	Cyber Sub-Zero	Cyrax	Ermac	Jade	Jax	Johnny Cage	Kabal	Kano	Kitana	Kung Lao	Liu Kang	Mileena	Nightwolf	Noob	Quan Chi	Raiden	Reptile	Scorpion	Sektor	Shang Tsung	Sheeva	Sindel	Smoke	Sonya	Stryker	Sub-Zero	Kratos
Kitana	139	6.5	6.5	5.5	4	5.5	5.5	4.5	5	5	X	4.5	5.5	4.5	4	6	6	4	5	5	6	4	6	5	4	5.5	5	5	6

BASIC MOVES

FAN SLICE



Away + 1

UPRISE



Away + 2

You can combo this move into Kitana's Air Fan Toss.

SHIN KICK



Away + 3

FAN STAB



Toward + 2

HOP KICK



Toward + 3

SPIN KICK



Toward + 4

SWEEP



Away + 4

CHAIN COMBOS

ROYAL PAIN



1, 1, 2

DIGNIFIED



Away + 1, 2

The second hit of this chain hits overhead.

MAJESTIC



2, 1, 2

NOBLE LIFT



Toward + 2, 1

REGAL ASSAULT



3, 3, 3

BLUE BLOOD



Away + 3, 3

POWER INTRUSION



Toward + 3, 1, 2

DEADLY RUSH



Toward + 4, 1

The second hit of this chain hits overhead.

PURE KICKS



Toward + 4, 3

DECEPTION



Toward + 4, Away + 4

FAST TAGS (TAG MODE ONLY)

TRUTH BE TOLD



Toward + 2, 3, Tag

This pops the opponent up, leaving them vulnerable to any attacks from the character being tagged in.

EFFORTLESS



Toward + 3, 1, 2, Tag

This pops the opponent up, leaving them vulnerable to any attacks from the character being tagged in.

BIG FAN



Away, Away + 2, Tag

This pops the opponent up, leaving them vulnerable to any attacks from the character being tagged in.

TAG COMBOS (TAG MODE ONLY)

PRETTY PRINCESS



Away + 1, Tag

MESMERIZING



2, 1, Tag

MAGNIFICENT



3, 3, Tag

DISRESPECT



Toward + 3, 1, Tag

SPECIAL MOVES

FAN TOSS



Down, Toward, 1 (can be done in the air)

This move can be performed at any point during Kitana's jump, meaning you can do it very low to the ground to make it hard for an opponent to advance. When performed on the ground, it covers a good amount of horizontal space, making it hard to jump over.

SQUARE BOOST



Down, Away, 2 (can be done in the air)

This works as an anti-air and is a great follow-up after landing an air Fan Toss.

UPRAISE



Away, Away, 2

This is a good anti-air that leaves the opponent airborne to be juggled with whatever follow-up you want, such as Square Boost or Jump Kick comboed into an air Fan Toss. The Upraise can also be comboed off of any chain.

CUTTING FAN



Down, Toward, 2

This works as a staggering attack when landed, which can leave the opponent guessing what you're going to follow up with (a jumping attack, a low attack, or even another Cutting Fan). It also recovers fairly fast, so you can heavily pressure an opponent with this move.

PRETTY KICK



Down, Away, 3

This is a stylish way to end a combo, but by itself it is easily avoided by a simple duck. Only use this in a combo or if you know it will connect.

FAKE OUT KICK



Down, Away, 4

The Fake Out Kick can trip your opponent up in the middle of a chain combo by hitting them low, and it can reap the benefits of an opponent looking to duck under the Pretty Kick (thanks to the Pretty Kick and the Fake Out Kick having the same start-up animation).

ENHANCED MOVES

The following moves use one bar of super meter.

CHARGED FAN



Down, Toward, 1 + Block (hold 2 to charge)

This works like the Fan Toss, only this version can be charged for a delayed second hit or canceled out of by dashing forward or backward.

UPLIFT



Away, Away, 2 + Block

This functions like the normal version, only this has almost no windup, making it active instantly. Uplift is a great wake-up move.

FAN-DICE



Down, Toward, 2 + Block

If the pressure from her normal Cutting Fan attack isn't enough, this version delivers an extra two hits (as well as extra damage), just in case your opponent wants to jump away or attack you in between your Cutting Fan pressure.

SQUARE WAVE



Down, Away, 1 + Block (can be done in the air)

This works like the normal version but deals more damage.

PRETTY LEGS



Down, Away, 3 + Block

Use this in conjunction with the Pretty Kick, as it sneaks in one extra hit to stop an opponent from punishing you after they duck the initial two hits of the Pretty Kick.

WAKE-UP MOVES

UPRAISE



Away, Away, 2

CUTTING FAN



Down, Toward, 2

SQUARE-BOOST



Down, Away, 2 (can be done in the air)

PRETTY KICK



Down, Away, 3

FAKE OUT KICK



Down, Away, 4

X-RAY ATTACKS

This attack uses three bars of Super Meter.

BIG FAN (CAN BE DONE IN THE AIR)



3 + 4 + Block simultaneously or LT + RT (Xbox 360)/L2 + R2 (PS3)

This is a unique X-Ray Attack because you can perform it in the air. This means you can combo it off of jump attacks or Kitana's Air Fan Toss, and you can do it by itself very low to the ground (since it can be done at any point during her jump). Add the convenience of being able to combo into it off of almost all her chains and you've got a recipe for danger.

INTERMEDIATE COMBOS

COMBO A (3 HITS)



Jump kick, Air Fan, dash in, Uppercut

COMBO B (4 HITS)



2, 1, Upraise, Square Boost

COMBO C (5 HITS)



Toward + 2, 1, 1, 1, 2

EXPERT COMBOS

COMBO A (9 HITS)



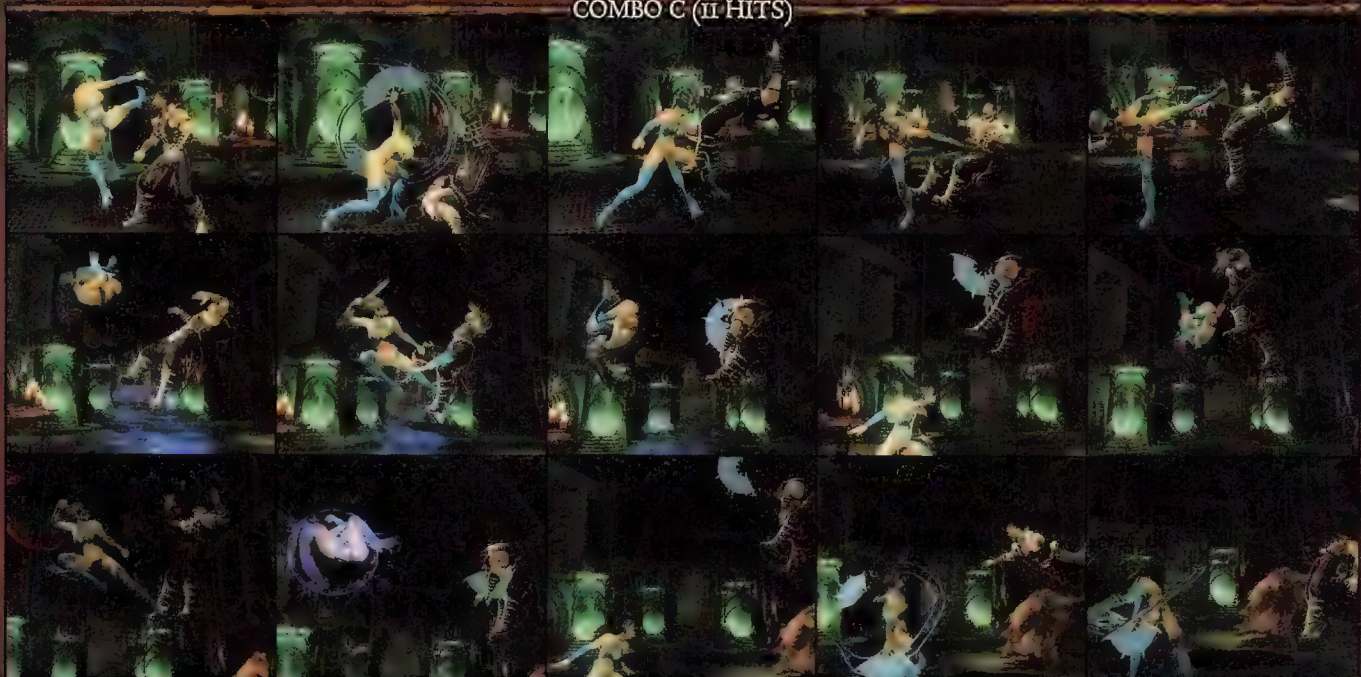
Toward + 3, 1, Upraise, Jump Kick, Air Fan, Jump Punch, Jump Kick, Air Fan

COMBO B (9 HITS)



Jump punch, 2, 1 Charged Fan, Charged Fan Cancel, dash in, 3, 3, Pretty Legs

COMBO C (11 HITS)



Toward + 4, 1, dash in, Away + 3, 3, Upraise, dash in, Jump Kick, Air Fan, dash in, Jump Kick, Charged Air Fan, Charged Air Fan
Cancel, Cutting Fan

FINISHING MOVES

FAN-OPENER



Down, Down, Away, Toward, 2

SPLITTING HEADACHE

Toward, Down, Toward, Away, 3

STAGE FATALITY

Forward, Down, Down, 3

BEST MATCHUP

Out of all the cast, Kitana gives the most trouble to Baraka. There is simply not much he can do to deal with the Air Fan Toss when it is performed at low heights. His projectile recovery is slow and Kitana recovers fast after an Air Fan. This allows for Kitana to throw an Air Fan while Baraka throws a Spark, hit him (while he's recovering), and still be able to duck his projectile. When in close, Kitana can apply pressure with the Cutting Fan and Pretty Kick with no threat of a Chop Chop due to its long start-up animation. Also, Kitana's Attack 2 (which can lead to sizeable combos via chains) can punish Baraka's Blade Charge if blocked. Baraka can put up a fight, but he really can only do so much against Kitana.

WORST MATCHUP

Stylistically, Kitana doesn't match up very well with Smoke. Kitana, at her most effective, is far away when utilizing her Air Fan Toss or in close applying pressure with her Cutting Fan. Smoke completely nullifies these options due to his parry (Shake), which punishes any projectile from full screen, and his enhanced parry (Vibration), which punishes any attack in close quarters. With Kitana becoming hesitant to throw any projectiles, Smoke incorporates Smoke Cloud, which is very fast and is one of the best moves in the game to strike an opponent who is second-guessing whether they should attack. This match has to be fought very methodically and safe, and even then it's still a tough task for the Princess of Edenia.

KRATOS

PlayStation®3 Only



BIO

Ancient Greece knew no more bloodthirsty a warrior than Kratos, who for a time was the God of War. Mortal once more, Kratos withdrew from the ages-old clash between men and gods. But his solitude was broken when he was ripped through space and time. As the madness subsided, Kratos found himself in present-day Outworld, kneeling before Shao Kahn. To ensure his victory in Mortal Kombat, the emperor had invoked an ancient ritual, sacrificing the souls of his vanguard to summon and enslave the most powerful warrior of all time. But the spell alone could not contain Kratos, who soon regained his free will. Enraged by Shao Kahn's arrogance, Kratos vowed to rip the warlord's spine from his body. The God of War had returned to battle.

GENERAL STRATEGIES

The God of War is no slouch when it comes to brute strength, which trumps his lack of speed. His Away + 2 Pop-Up attack can lead to standard juggle attacks such as 1, 1, 2, or he can use his follow-up attack (holding 2 after the initial Away + 2 hit) and do a considerable amount of damage. Low Kick cancels into a Head of Helios which can stun and stagger an opponent if they are not ducking, and you can use his Away + 2 pop-up afterward for even sillier damage. The Apollo's Bow is a fast, damaging projectile that hits twice, has very fast recovery, and allows Kratos to do well in projectile battles. The enhanced version allows for three projectiles to be on screen at once, but all of them can be blocked high. If this isn't enough, good luck jumping at Kratos; his uppercut is one of the best in the game.

Special Bonus: To unlock Kratos's alternate costume, finish the game on any difficulty level in 1-Player Ladder mode.

CHARACTER TIER PREVIEW

	Total Wins	Baraka	Cyber Sub-Zero	Cyrax	Ermac	Jade	Jax	Johnny Cage	Kabal	Kano	Kitana	Kung Lao	Liu Kang	Mileena	Nightwolf	Noob	Quan Chi	Raiden	Reptile	Scorpion	Sektor	Shang Tsung	Sheeva	Sindel	Smoke	Sonya	Stryker	Sub-Zero	Kratos
Kratos (PS3)	107	4.5	5	5	4	4	4	2	3	4	4	3	4	4	3	5	5	4	4	4.5	3	5	4	4	4	4	4	4	X

BASIC MOVES

ARES SLASH



Away + 1

ZEUS SLICE



Toward + 1

DIVINE LIFT



Away + 2 (hold 2 for follow-up attack)

SPARTAN BASH



Toward + 2

SPARTAN KNEE



Toward + 4

UPPERCUT



Down + 2

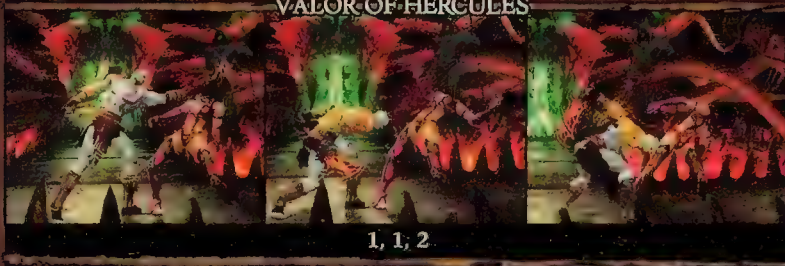
SWEEP



Away + 4

CHAIN COMBOS

VALOR OF HERCULES



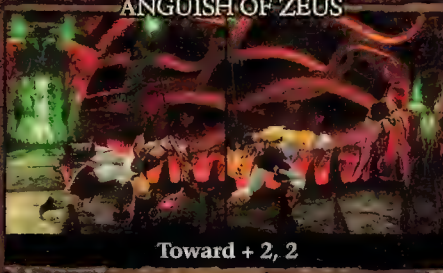
1, 1, 2

WRATH OF ARES



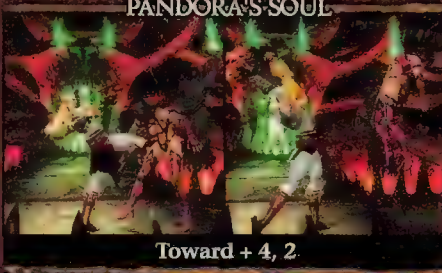
Toward + 2, 1

ANGUISH OF ZEUS



Toward + 2, 2

PANDORA'S SOUL



Toward + 4, 2

HADES PAIN



Away + 1, Away + 4

HADES EDGE



Away + 1, 2

APHRODITE'S WILL



Toward + 1, 4

ATHENA'S FURY



2, 1, 2

OLYMPIC ASCENSION



Away + (Hold) 2, 1

OLYMPIC BURST



Away + (Hold) 2, 2

OLYMPIC BLAST



Away + (Hold) 2, 3

OLYMPIC TOSS



Away + (Hold) 2, 4

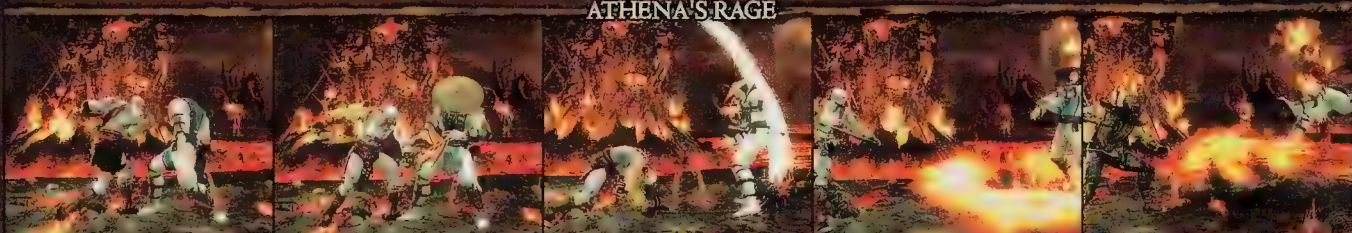
ACHILLES STRIKE



Toward + 2, 2, 1

FAST TAGS (TAG MODE ONLY)

ATHENA'S RAGE



2, 1, 2, Tag

This pops the opponent up, leaving them vulnerable to any attacks from the character being tagged in.

OLYMPIC CHAIN



Away + 2, Tag

This pops the opponent up, leaving them vulnerable to any attacks from the character being tagged in.

PANDORA'S BOX



Toward + 4, 2, Tag

This pops the opponent up, leaving them vulnerable to any attacks from the character being tagged in.

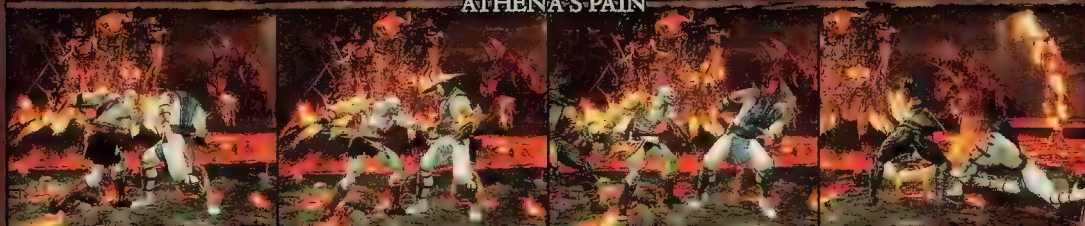
TAG COMBOS (TAG MODE ONLY)

HERCULES RUSH



1, 1, Tag

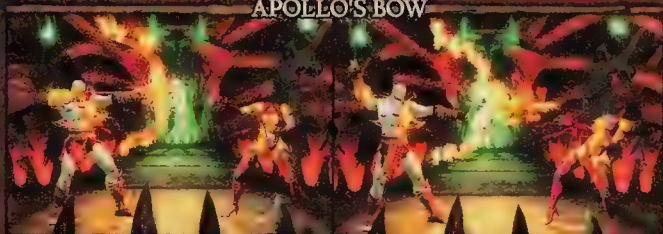
ATHENA'S PAIN



2, 1, Tag

SPECIAL MOVES

APOLLO'S BOW



Down, Toward, 2

This is a great projectile. It hits twice, has good speed, and very good recovery.

HEAD OF HELIOS



Down, Away, 2

This move leaves the opponent staggered and open for whichever combo you'd like to follow up with. It makes for an excellent chain combo ender.

HERMES DASH



Away, Toward, 4 (hold 4 to charge)

This move works great as a flashy juggle combo ender. The more effective function of this attack is that you can cancel out of it by dashing toward or backward. Use this to keep an opponent wondering if Kratos will commit to performing the Hermes Dash or not. It's during that moment of hesitation that Kratos can mount an offense, such as his 1, 1, 2 chain combo into another Hermes Dash Cancel.

GOLDEN FLEECE



Down, Away, 1

This is a parry maneuver that knocks the opponent backward onto the floor when landed. If timed right, Kratos can dash out of the parry before he hits the opponent and can follow up with any combo you'd like instead of settling for the standard knockdown.

ZEUS' RAGE



Down, Toward, 3

This immensely gratifying attack is unique in that, when landed, it greets the player with a brief button prompt that you have to match in order for the move to land the full amount of hits; for example, if it shows Attack 1, you have to press Attack 1 for the extra hit. It almost never shows the same command twice, so pay attention!

ENHANCED MOVES

The following moves use one bar of super meter.

APOLLO'S INFERNO



This fires three arrows instead of two and at three heights (one low, one mid, and one high), which makes it great for juggling and for keeping an opponent at bay. It also does a good deal of damage.

HELIOS FLASH



Down, Away, 2 + Block

This move has a very large radius, which is good, but the wind-up is extremely slow. This makes it impossible to combo into and hard to time in the heat of battle. The best time to use this move is when an opponent is getting up off the ground.

ARGO'S RAM



Down, Away, 1 + Block

This functions just like the Golden Fleece, only this version pops the opponent up, leaving them open for any juggle combo Kratos wants to use, such as 2, 1 comboed into Apollo's Inferno.

HERMES RUSH



Away, Toward, 4 + Block (hold 4 to charge)

This functions just like the normal version but deals more damage.

REVENGE OF OLYMPUS



Down, Toward, 3 + Block

This works like the normal version, only this version requires you to enter one extra button command for an extra hit and more damage.

WAKE-UP MOVES

HERMES DASH



Away, Toward, 4 (hold 4 to charge)

GOLDEN FLEECE



HEAD OF HELIOS



INTERMEDIATE COMBOS

COMBO A (4 HITS)



COMBO B (5 HITS)



COMBO C (6 HITS)



EXPERT COMBOS

COMBO A (8 HITS)



Jump Punch, 2, 1, Head of Helios, Dash in, Toward + 4, 2 (hold 2), 4

COMBO B (8 HITS)



Jump Punch, 2, 1, 2, Revenge of Olympus (complete the two extra hits)

COMBO C (12 HITS)



Jump Punch, 2, 1, Head of Helios, Dash in, Toward + 4, 2, Dash in, 1, 1, Revenge of Olympus (complete the extra 2 hits)

X-RAY ATTACKS

This attack uses three bars of Super Meter.

NEMEAN CESTUS



3 + 4 + Block Simultaneously OR L2 + R2 (PS3)

Kratos's X-Ray is pretty flexible, as it can be used in a chain combo, in a juggle, or in a fireball fight. It reaches pretty far and covers ground very fast. Because of the combination of speed and distance, you can land it in unconventional ways such as after a successful juggle into Apollo's Bow; it seems like they're too far, but dash once and perform the X-Ray. It will connect cleanly.

FINISHING MOVES

BLADE OF OLYMPUS



Down, Down, Away, Toward, 2 (sweep distance)

MEDUSA'S GAZE

Down, Away, Down, Toward, 1

STAGE FATALITY

Down, Down, Forward, 3

BEST MATCHUP

Kratos' best matchup is probably against Cyber Sub-Zero. Neither character poses an overwhelming threat to each other, but Kratos' better projectile game and better X-Ray attack give him the nod over Cyber Sub. Kratos can do a good job of zoning Cyber Sub by using Apollo's Bow and Apollo's Inferno. If you apply enough projectile pressure, it will become easier to read when Cyber Sub attempts a far Divekick and you can counter it with the Golden Fleece. Dash canceling out of the Hermes Dash will also make Cyber Sub hesitant about throwing any Ice Bombs due to the possibility of being hit while throwing the bomb. This matchup is not without tact on either end, but Kratos comes out on top.

WORST MATCHUP

Kratos' worst matchup is probably Johnny Cage. Kratos has the second slowest set of moves next to Sheeva, and quick characters who are good in close quarters can really pour it on the slower members of the cast. Cage is relentless when he is in close, applying pressure with his Toward + 3, 2, 1 chain; his Toward + 4 overhead attack; and his Sweep. Kratos can parry with his Golden Fleece, but due to Kratos' limited options when being attacked in close quarters, it can become very easy for Cage to predict when Kratos wants (or needs) to parry and punish it accordingly. On top of this match being dominated up close by Cage, he also matches Kratos from a distance. Cage's Double Low Ball is effective against everybody, including Kratos. This match can be very nerve-racking for the God of War, as one moment of lost focus can lead to being forced into turtle mode.

KUNG LAO

310

Kung Lao's ancestor was defeated by Goro 500 years ago in the pivotal match that saw Shang Tsung attain control of the Mortal Kombat tournament. To him, this contest is about more than EarthRealm's freedom. His life's goal has been to slay Goro and win the tournament, thus restoring his family's honor. After being defeated by Liu Kang in a qualifying bout, he disguised himself as one of Shang Tsung's guards to gain admittance into the tournament. Kung Lao believes he is ready for the challenge. The time to avenge his ancestor is at hand.

GENERAL STRATEGIES

Kung Lao maintains his ability to smother an opponent offensively and is quite possibly the most annoying character in the game to fight against. Kung Lao's Spin and Wake-Up Spin are relentless and almost always safe. You can juggle consistently after any successful Spin, and the invincibility on the Wake-Up Spin makes it extremely difficult to get near a high-level Kung Lao player because his juggles are highly dangerous. The Ground Hat is another quick striking move that requires the opponent to block down, which is interesting because in the older games (before *Mortal Kombat: Deadly Alliance*), you were able to block low projectiles by simply holding Block. The requirement is now to hold Block AND either Down/Back, Down, or Down/Toward. Staple combos and setups involve intentionally missing Dive Kicks to get close into 2, 1, 2, 1, 2 and keeping up the pressure with a Spin if your opponent flinches.

Another tricky move, the Teleport Throw, can only be stopped if you are ducking or have moved out of the way, but it is a good tactic if you are trying to keep away from an offensive-minded opponent. The vast majority of Kung Lao's bread-and-butter combos begin from his Spin, which can lead to some silly juggle strings, including the ability to perform up to three Dive Kicks in succession, leading to the corner for even more wild mix-ups and mind games.



CHARACTER TIER PREVIEW

	Total Wins	Baraka	Cyber Sub-Zero	Cyrax	Ermac	Jade	Jax	Johnny Cage	Kabal	Kano	Kitana	Kung lao	Liu kang	Mileena	Nightwolf	Noob	Quan Chi	Raiden	Reptile	Scorpion	Sektor	Shang Tsung	Sheeva	Sindel	Smoke	Sonya	Stryker	Sub-Zero	Kratos
Kung lao	159	5.5	6	5.5	6	6	5	6	6	5.5	X	6	6	5	6	5	5	5.5	5.5	6	4.5	5.5	5.5	6	5.5	5.5	5.5	5.5	7

BASIC MOVES

CHOPS



Away + 1

HAT SWIPE



Toward + 2 This attack hits overhead.

POINT-KICK



Away + 3

ROLLING-THUNDER



Toward + 3

HOP KICK



Toward + 4

SWEEP



Back + 4

CHAIN COMBOS

WINDY PALM



1, 1, 2, 1

HEALING WIND



Away + 1, Toward + 1

LEAD THE WAY



Away + 3, 3, 3

CHAINED FIST



2, 1, 2, 1, 2 (must be pressed rapidly)

IRON-BROOM



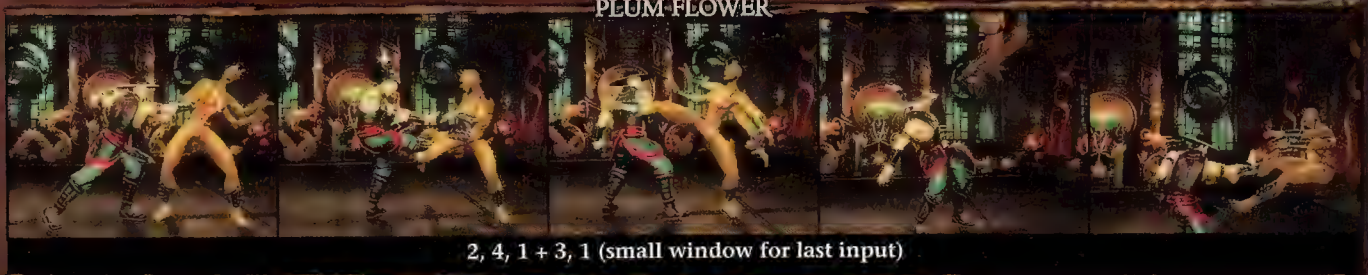
LEG-BAR



UPROOTING-STEP



PLUM-FLOWER



FAST TAGS (TAG MODE ONLY)

SPINOUT



Down, Toward + 1, Tag

This pops the opponent up, leaving them vulnerable to any attacks from the character being tagged in.

TAG COMBOS (TAG MODE ONLY)

YIN YANG



1, 1, 2, Tag

SWIRLING DRAGON



2, 1, 2, 1, 2, Tag

DOUBLE YANG



2, 4, Tag

SPECIAL MOVES

HAT TOSS



Away, Toward, 2 (Up and Down controls trajectory of hat).
This is the classic Hat Toss that you can control by holding Up (to curve up, meeting an airborne opponent) or Down (to curve down, meeting a ducking opponent).

GROUND HAT



Down, Away, 2

This move hits low and travels across the full screen. Kung Lao has no chain combos that end in a low attack, so incorporating the Ground Hat in the middle (or at the end) of a chain combo is a sneaky way to hit an opponent low while they are blocking your chain high.

SPIN



Down, Toward, 1

This is a pop-up move that is great both on offense and defense. It's blazing fast, will beat any attack up close, and is safe from retaliation from just about anything if blocked (making it an excellent wake-up attack as well). However, don't get too generous with it (especially on wake-up). If the move whiffs, it can be punished badly.

DIVE KICK



Down + 4 (while in the air)

This is a very quick and deceptive move. It can be used to cover ground from far away (and to land close to someone after knocking them down) or to punish projectile attempts from afar. You can perform it at any point during a jump, so it's easy to throw off an opponent's timing if they try to knock your standard jump attacks out of the air. This move is also great for juggling after a Spin.

TELEPORT



Down, Up, then 1 Throw, 2 Pop-Up Punch, 3 Standard Kick, 4, Knockdown Kick

This move is very sneaky since you can perform it at any point during a jump. Like the Dive Kick, it can be used to throw off an opponent's natural tendency to knock Kung Lao out of the air. The throw (Attack 1) after Teleport works wonders when the opponent is expecting a Jump Kick or Dive Kick.

ENHANCED MOVES

The following moves use one bar of super meter.

ULTIMATE HAT



Away, Toward, 2 + Block

This move is best used to juggle the opponent, since it causes a stun reaction (which while airborne, leaves the opponent vulnerable to attack). To get the most out of this move, use it after landing a Spin.

GRINDING HAT



Down, Away, 2 (hold 2 to delay)

This move is unique in that you can keep it stuck on the ground by holding 2 and can control the trajectory. To make it fly toward your opponent's head, hold Down while releasing 2. To make it fly almost vertical in front of you (for an opponent jumping in), hold Up while releasing 2. An added benefit is that while Kung Lao has the hat stuck on the ground, he's free to move wherever he likes as long as he keeps holding 2. Perform a Jump Kick while having a hat stuck to the ground; then let go of the hat right after landing the Jump Kick (this effectively forces them to block the hat).

KUNG LAO

CYCLONE



Down, Toward, 1 + Block

This version of the Spin allows for more hits and more damage but makes the opponent fall faster.

MULTI KICK



Down + 4 + Block (while in the air)

This version of the Dive Kick allows for more hits and more damage.

WAKE-UP MOVES

SPIN



Down, Toward, 1

TELEPORT



Down, Up

INTERMEDIATE COMBOS

COMBO A (4 HITS)



2, 4, Spin, Jump Kick, Dive Kick

COMBO B (5 HITS)



Away 3, 3, 3, Ultimate Hat, dash in, Uppercut

COMBO C (8 HITS)



Jump punch, 2, 1, 2, 1, 2 (must be pressed rapidly), 1 + 2

EXPERT COMBOS

COMBO A (8 HITS)



Jump Kick, Multi Kick, dash in, 2, 4, 1 + 2, 2

COMBO C (15 HITS)



Jump punch, 1, 1, 2, Spin, dash in, 1, dash in, 1, 1, 2, Ultimate Hat, dash in, 1, Jump Kick, Multi Kick

KUNG LAO

COMBO B (10 HITS)



2, 1, 2, 1, 2 (must be pressed rapidly), Spin, Jump Punch, Jump Kick, Teleport, Teleport Slam

X-RAY ATTACKS

This attack uses three bars of Super Meter.

FIST OF SHAOLIN



3 + 4 + Block Simultaneously OR LT + RT (Xbox 360)/L2 + R2 (PS3)

This X-Ray Attack is very easy to land, as it functions almost the same as Kung Lao's Spin move. It is very fast, beats anything close, and is great on wake-up. You can also combo off of any chain combo and perform it in the middle of a juggle. Not only that, but Kung Lao's X-Ray leaves the opponent airborne for a split second, where they're open for moves such as a Ground Hat or even a Dive Kick if you're fast enough to perform it!

FINISHING MOVES

HAT TRICK



Back, Toward, Toward, Back, 2

RAZOR'S EDGE

Down, Down, Forward, Back, 1

STAGE FATALITY

Down, Forward, Down, 3

BEST MATCHUP

Kung Lao is a very overwhelming character at his best, and not many people feel the applied pressure more than Sheeva. Kung Lao can terrorize her by comboing his Chained Fists into the Spin (which she cannot punish and is blocked due to her slow attacks), but he can punish Sheeva's Ground Pound with a dive kick from almost full-screen distance. In addition, he can counter her Jump Stomp clean (on reaction) with his Spin. If she manages to get Kung Lao off her and decides to throw a projectile, he's got the answer to that as well via his Teleport Throw. With options up close and from a distance, fighting Kung Lao is a very trying experience for Sheeva any way you slice it.

WORST MATCHUP

Out of everyone in the cast, Kung Lao has the most trouble with Shang Tsung. This is mainly due to Shang's Up Skull being too fast for Kung Lao to counter with Teleport. Furthermore, the Up Skull has three distances, which can confuse Kung Lao if he intends on countering with a Dive Kick (as he could potentially dive right into the way of a cleverly placed Up Skull). Naturally, once Kung Lao decides to briefly stay on the ground to gather himself, out comes Shang Tsung's Triple Skulls, which pushes Kung Lao back to full screen and back to the drawing board.

Shang doesn't have many other attacks that give Kung Lao much trouble, but the projectile prowess of Shang Tsung is enough to make anyone apprehensive. Kung Lao is no exception.

LIU KANG

210

Orphaned at a very young age, Liu Kang was raised by Shaolin monks, who taught him the way of the spiritual warrior. They soon recognized his potential as a contender for the Mortal Kombat tournament and rigorously trained him for this task. Raiden, too, understood that Liu Kang was Earthrealm's best hope for freedom and introduced him to Master Bo' Rai Cho to further his development. Once fully trained, Liu Kang bested all challengers and earned the high honor of representing the Shaolin in the Mortal Kombat tournament. He and Raiden then embarked on their fateful journey to Shang Tsung's island to compete in this pivotal contest.

GENERAL STRATEGIES

Liu Kang is one of the fastest characters in the game, if not *the* fastest. Liu Kang has it all—high projectiles, low projectiles, air projectiles, and a high/low mix-up from a combo starter with his Away + 3, 1, 2 chain combo, which can be juggled across the screen. Liu Kang's Air Fireball can be done faster by jumping Up/Back and pressing Down/Toward and Attack 1, giving him the ability to throw fireballs instantaneously in the air. Mix-up games from his 2, 1, 3 can be followed up (but not as a combo) with a Sweep, Dragon Stance into a Final Act pop-up, or a Toward + 2 attack that looks ambiguous but can be blocked either high or low. Interesting mix-up games can be done by pressing Away + 2. Away + 3 is a decent high/low mix-up, and using 1, 2, Away + 1 can set up some very deadly mid-screen juggles. Another excellent pop-up chain where the last hit is overhead is 2, 1, 3. Liu also can throw his Air Fireball instantly off the ground by jumping Up/Back and pressing Toward and Attack 1 in the air.

Annoyed by players jumping at you all the time? Not with Liu Kang—he has an excellent uppercut that will catch everyone off guard. The only thing Liu Kang really has to worry about are teleporting characters, because it can be very easy to get caught tossing projectiles based on the ease of use and high probabilities many of them will hit your opponent. With all of these tools and abilities, it's no surprise Liu Kang is one of the most complete fighters in the game.



CHARACTER TIER PREVIEW

	Total Wins	Baraka	Cyber Sub-Zero	Cyrax	Ermac	Jade	Jax	Johnny Cage	Kabal	Kano	Kitana	Kung Lao	Liu Kang	Mileena	Nightwolf	Noob	Quan Chi	Raiden	Reptile	Scorpion	Sektor	Shang Tsung	Sheeva	Sindel	Smoke	Sonya	Stryker	Sub-Zero	Kratos
Liu Kang	142	6.5	6.5	5.5	4.5	5.5	5	4.5	5	5	4.5	4	X	5.5	4	6	7	4.5	4.5	5	6	4.5	7	4.5	5	5	6	5	6

BASIC MOVES

UPPERCUT



Down + 2

FACE JAB



Toward + 2

GUT STRIKE



Away + 2

KNEE BASH



Toward + 2

KNEE KICK



Away + 3

SHAOLIN HEEL



Toward + 3 This move hits overhead.

SWEEP



Away + 4

SHIN KICK



Toward + 4

FINAL ACT



1, from Dragon Stance

DRAGON STANCE



Down, Away + 2 (can be canceled by dashing)

FIST OF DEATH



2, from Dragon Stance

SHAOLIN FLIP



3, from Dragon Stance
This move hits overhead.

MOON SWEEP



4, from Dragon Stance

CHAIN COMBOS

THREE-FISTS



1, 1, 1

DEATH FIST



1, 1, 2

BLAZING BLASTS



Toward + 1, 2, 1

IMMORTAL DRAGON



Toward + 1, Away + 2, Away + 1

LU KANG

PIERCE TIGER



2, 1, 3 The last hit of this chain hits overhead.

SHOWDOWN



Toward + 2, 4

LAUNCHING FURY



Away + 2, Away + 3

BACKDOWN



Away + 1, 4

KRUSHING KOMBO



Toward + 4, 3

The first hit of this chain hits low.

LOTUS FLURRY



3, 3, 4

FINAL ACT



Away + 3, 1, 2 The first hit of this chain hits low.

FAST TAGS (TAG MODE ONLY)

SHAOLIN SPIRIT



1, 2, Away + 1, Tag

This pops the opponent up, leaving them vulnerable to any attacks from the character being tagged in.

DRAGON'S BITE



Away + 3, 1, 2, Tag

This pops the opponent up, leaving them vulnerable to any attacks from the character being tagged in.

NEXT TIME



1 (from Dragon Stance), Tag

This pops the opponent up, leaving them vulnerable to any attacks from the character being tagged in.

TAG COMBOS (TAG MODE ONLY)

FIST-SWAPS



1, 1, Tag

FRIENDLY



Toward + 1, 2, Tag

STEP-IN



Toward + 1, Away + 2, Tag

DRAGON DANCE



2, Away + 1, Tag

TWIN LOTUS



3, 3, Tag

HARM-ONIOUS



Away + 3, 1, Tag

SPECIAL MOVES

HIGH FIREBALL



Away, Toward, 1 (can be done in the air)

A solid projectile with good speed and good recovery. This move is very effective when performed in the air, as close to the ground as possible in a consistent manner so that it is hard for the opponent to advance forward.

LOW FIREBALL



Away, Toward, 3

This move hits low, so a good way to start landing it is to pester the opponent with his Toward + 3 overhead attack and 2, 1, 3 chain combo to get them blocking high. Then when they least expect it, combo a chain into the Low Fireball. This is also one of the best projectiles from a distance since it naturally ducks under most projectiles in a firefight.

FLYING DRAGON KICK



Away, Toward, 2

This move is pretty fast but is punished horribly if it's blocked or whiffed. It's a great chain combo and juggle ender. And it can most certainly score in the clutch if both players are on danger (low on health to the point where one blocked attack can kill you).

BICYCLE KICK



Away, Away, Toward, 4

This is another move that works great as a chain or juggle ender but is punished severely when blocked. It's a fancy-looking and gratifying move, but only use this move when it's guaranteed to hit.

PARRY



This move parries any attack and knocks the opponent to the ground. This works as a good anti-air and as a wake-up attack.

Down, Away, 1

ENHANCED MOVES

The following moves use one bar of super meter.

HIGH DRAGON FIRE



Away, Toward, 1 + Block (can be done in the air)

This works just like the normal version except for a bump in damage.

LOW DRAGON FIRE



Away, Toward, 3 + Block

Same as the normal one, but deals more damage.

FLAME DRAGON KICK



Away, Toward, 2 + Block

This functions just like the regular Dragon Kick, but deals more damage.

BICYCLE STEPS



Away, Away, Toward, 4 + Block

This version of the Bicycle Kick manages to look even flashier than the normal one, thanks to an eye-pleasing fire effect, and it deals significantly more damage.

BURNING PARRY



This works the same as the normal Parry, but this one pops the opponent up, leaving them open for whichever juggle combo you'd like. Liu Kang's Toward + 2, 3 works perfectly in this situation.

Down, Away, 1 + Block

WAKE-UP MOVES

FLYING DRAGON KICK



Away, Toward, 2

BICYCLE KICK



Away, Away, Toward, 4

PARRY



Down, Away, 1

LOW FIREBALL



Away, Toward, 3

INTERMEDIATE COMBOS

COMBO A (4 HITS)



Jump Punch, Away + 2, Toward + 1, Knife Throw

COMBO B (4 HITS)



Away + 1, 1, 2, Up Ball

COMBO C (5 HITS)



2, 1, 2, Air Throw

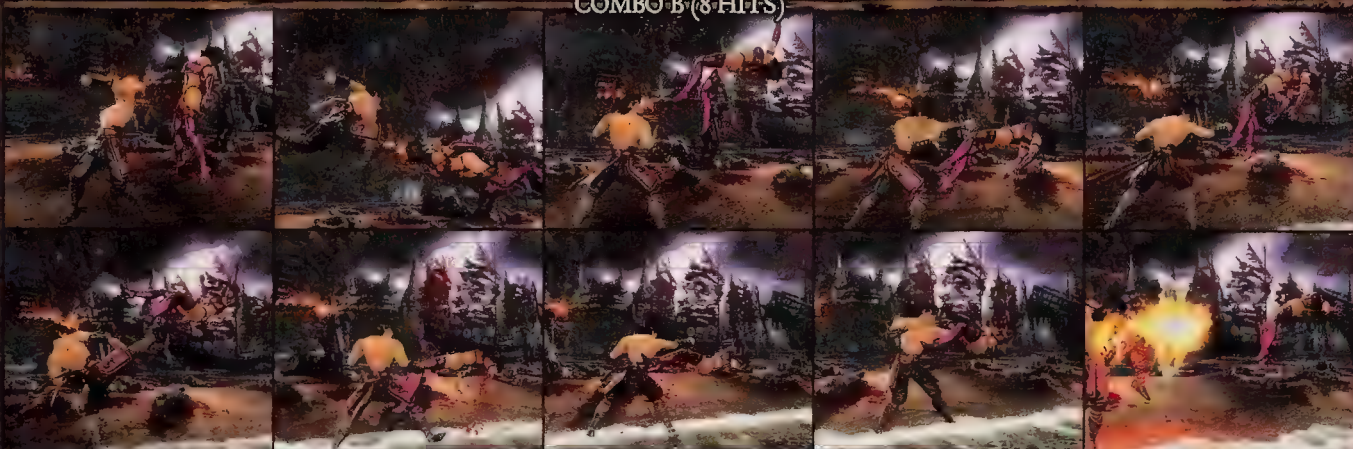
EXPERT COMBOS

COMBO A (7 HITS)



Jump Punch, Away + 1, 1, 2, Dash in, Toward + 1, 1 Kano Choke

COMBO B (8 HITS)



Jump Punch, 2, 1, 2, Jump kick Downward Ball

COMBO C (11 HITS)



Jump Punch, Away + 1, 1, 2, Dash in, 2, 1, 2, Jump Kick, Downward Ball

X-RAY ATTACKS

This attack uses three bars of Super Meter.

CHIN UP



3 + 4 + Block Simultaneously OR LT + RT (Xbox 360)/L2 + R2 (PS3)

Liu Kang may not be able to combo any of his chains into his X-Ray attack, but he can land it in juggle combos. For example, after Kang's 2, 1, 3 chain, the opponent is at the perfect height to do 1, 1 into his X-Ray. Another example is after his Away + 3, 1, 2 chain, he can dash in and do his Toward + 2, 4 chain into the X-Ray. Liu Kang's X-Ray is unique in that it leaves the opponent falling from the sky, which leaves them open for more juggles such as a Jump Kick into Air High Fireball on their way down.

FINISHING MOVES

FIST OF FLAME



Toward, Away, Down, Down, 3 (sweep distance)

THE BEAST WITHIN

Down, Down, Toward, Down, 4

STAGE FATALITY

Down, Forward, Back, 3

BEST MATCHUP

Liu Kang's best matchup overall is probably against Cyber Sub-Zero. To put it frankly, Cyber Sub has nothing to threaten Liu Kang from a distance or in close quarters. Liu's Low Fireball goes right under Cyber Sub's Ice Ball, and he recovers too fast after an Air Fireball for Smoke to freeze him while he's airborne. If Cyber Sub wants to perform a far Divekick, he'd better not be predictable or else he runs the risk of getting countered clean with Liu's Burning Parry and popped up for his trouble. In close, Liu can take advantage of Cyber Sub's relatively slow start-up animation on his attacks and then assault him with the 2, 1, 3 and Away + 3, 1, 2 chains. Cyber Sub does have an Ice Parry, but it cannot parry low attacks, making it easier for Liu to attack him at will. This is a very trying bout for Cyber Sub.

WORST MATCHUP

Liu Kang is given the fight of his life when matched up against Nightwolf. This is a very competitive matchup, but Nightwolf's Reflect makes the difference in the end. When Nightwolf reflects Liu Kang's High Fireball, Liu has to either block, duck, or jump if he doesn't want to take damage. Nightwolf's Lightning hits Liu while he's ducking or blocking, and Nightwolf's Power Charge can hit Liu Kang before he hits the ground whether he jumps forward or backward. If Liu throws a Low Fireball to counter his own High Fireball being reflected back at him, he risks getting the Low Fireball reflected as well, which forces him to get out of the way and become subject to a counter from Nightwolf. This, coupled with Nightwolf's formidable projectile game, gives him the edge over the Shaolin warrior.

MILEENA



BIO

Shang Tsung has created many abominable creatures in his Flesh Pits, but none so twisted as Mileena. A fusion of Edenian flesh and Tarkatan blood, Mileena is both beauty and beast. This dichotomy has made her mind unstable; she is prone to fits of madness and savagery. Though she has the appearance of a mature woman, she is more child than adult—a blank slate conformed to Shao Kahn's will. Devoid of conscience or remorse, Mileena will butcher anyone to appease her beloved father.

GENERAL STRATEGIES

Mileena's attack style is all about keep-away and safe moves. Her Teleport Drop has always been a staple of her repertoire of special moves and is best known for getting her away from projectiles; however, now you can use a "safe" method of getting in close and attacking by performing an Air Sai Burst afterward. Use the Ball Roll as a combo juggle starter. It is extremely quick, but avoid spamming it, as your opponent can block this standing up.

Mileena's mix-ups revolve around her Away + 3 and Away + 4 Sneaky Kick/Sweep low moves, but she can do some serious juggle damage by using Away + 1, 4 as a startup to a juggle combo or by utilizing Up + 4 as the starter instead. A lot of these are best done when crossing up the opponent after a jumping Attack 1 or 2, because players have a tendency to block low after the initial hit, anticipating a high/low mix-up. Mileena is one of only three characters who can cheat an air motion for a projectile by pressing Up/Back, then immediately pressing Toward + 1. This gives her an "instant" off-the-ground Air Sai, just like in the old *Mortal Kombat II* days.

CHARACTER TIER PREVIEW

	Total Wins	Baraka	Cyber Sub-Zero	Cyrax	Ermac	Jade	Jax	Johnny Cage	Kabal	Kano	Kitana	Kung Lao	Liu Kang	Mileena	Nightwolf	Noob	Quan Chi	Raiden	Reptile	Scorpion	Sektor	Shang Tsung	Sheeva	Sindel	Smoke	Sonya	Stryker	Sub-Zero	Kratos
Mileena	136.5	6	6	5	4.5	5.5	5	4	4.5	5	5.5	4	4.5	X	4	5	6	4.5	5	6	5.5	4	6	5	5	5	5.5	4.5	6

BASIC MOVES

SIDE CHOP



Away + 1

UPPERCUT



Down + 2

SWEEP



Away + 4

LEAPING SAI



Away + 2 This move hits overhead.

SAI IMPALE



Toward + 2

LUNGE KICK



Toward + 3

SNEAKY KICK



Away + 3

SPLITS



Up + 4 This move hits overhead.

CHAIN COMBOS

SMACKED AROUND



1, 1, 2

BOOT DOWN



Away + 1, 4 The second hit of this chain hits overhead.

BONES



2, 3, 4

PRETTY SLASHER



Toward + 3, 2 + 1

KILLER HEELS



3, 4

FIENDLY KISS



4, 2

GETAWAY STICKS



Away + 3, Away + 4

FAST TAGS (TAG MODE ONLY)

MALICE



Up + 4, Tag

This pops the opponent up, leaving them vulnerable to any attacks from the character being tagged in.

TAG COMBOS (TAG MODE ONLY)

MALEVOLENCE



1, 1, Tag

FIENDISH



2, 3, Tag

SPECIAL MOVES

SAI BLAST



Away, Toward, 1 (can be done in the air)

The air version of this move is great because it can be performed at any point during Mileena's jump. This means that if you're fast enough, you can fire a Sai Blast mere inches off the ground, which is an effective way to stop an opponent from trying to close the distance.

TELEPORT DROP



Toward, Toward, 3 (can be done in the air)

This move can also be performed at any point during Mileena's jump, and you can combo it off of a Jump kick. What's better is that she can combo into a Sai Blast when the Teleport Drop impacts. This means you can perform a Jump Kick into a Teleport Drop into a Sai Blast. This sequence works like a charm on a popped-up opponent.

LEAPING NECKBITE



Away, Toward, 2

This move can serve as a great ender for juggle combos.

BALL ROLL



Away, Down, 4

This move goes under just about every projectile in the game, and it's fast and pops the opponent up, leading to juggles aplenty. You can land this off of any chain combo and can even counter jumping attacks with it. In addition, you can land it by baiting your opponent into a projectile war, then dipping under it with the Ball Roll.

ENHANCED MOVES

The following moves use one bar of super meter.

TRICKY TELEPORT



Toward, Toward, 3 + Block (can be done in the air)

You can use this like Mileena's normal Teleport Drop, but with the added benefit of it dropping two times from the sky instead of once. This works extremely well if your opponent wants to block a Teleport Drop and tries to punish it, as he will get hit from the other side while trying to retaliate. Similar to her normal Teleport Drop, Mileena can combo right into a Sai Blast at the point of the Tricky Teleport's second impact.

MILEENA

SABURSTS



Away, Toward, 1 + Block (can be done in the air)

This works just like Mileena's regular Sai Blast but scores for an extra hit and extra damage.

LEAPING LUNCH



Away, Toward, 2 + Block

This functions like the normal version, just with added hits or bites and extra damage.

SMASHING ROLL



Away, Down, 4 + Block

This works like her regular Ball Roll but with a twist. The start-up animation for the Smashing Roll hits overhead. Use her sweep and Away + 3, 4 chain to get the opponent to block low; then fire this off when they least expect it.

WAKE-UP MOVES

TELEPORT DROP



Toward, Toward, 3

BALL ROLL



Away, Down, 4

X-RAY ATTACKS

This attack uses three bars of Super Meter.

FEMME FATALE



3 + 4 + Block simultaneously or LT + RT (Xbox 360)/L2 + R2 (PS3)

You can combo this X-Ray Attack off of any chain and can use it within any juggle combo. It doesn't travel a far distance, but given Mileena's high chance of popping an opponent up with the Ball Roll or her Up + 4 overhead, it's one of the easier X-Ray Attacks in the game to land.

INTERMEDIATE COMBOS

COMBO A (3 HITS)



Jump Kick, Air Sai Blast, dash in, Uppercut

COMBO B (4 HITS)



Jump Punch, 4, 2, Teleport Drop

COMBO C (3 HITS)



Up + 4, dash in 3, 4, Leaping Neckbite

EXPERT COMBOS

COMBO A (9 HITS)



Up + 4, Toward + 3, 1 + 2, Ball Roll, Jump Kick, Tricky Teleport, Teleport Drop Air Sai combo into Air Sai Bursts

COMBO B (15 HITS)



Jump Punch, 2, 3, Ball Roll, Up + 4, dash in, 1, 1, 2, Leaping Lunch

COMBO C (15 HITS)



Jump Punch, Away + 1, 4, 4, 2 Ball Roll, Toward + 3, 1 + 2, Leaping Lunch

FINISHING MOVES

BE MINE



Away, Toward, Away, Toward, 2

RIP OFF

Away, Toward, Away, Down, 3

STAGE FATALITY

Down, Down, Down, 1

BEST MATCHUP

Mileena doesn't have a big enough edge over anyone in the game for a match to be completely one-sided. However, her general move set and attacks can make Scorpion have a bad night. Varying heights of her Air Sai Blast is the cornerstone to winning this match, as it tempts (and sometimes forces) Scorpion to try and counter with either a Spear or a Teleport. The Teleport is too slow to counter an Air Sai Blast performed low to the ground, and Mileena's Ball Roll goes right under the Spear, popping him up for any combo she likes. Using her Tricky Teleport after a sustained period of Air Sai Blasts works wonders due to Scorpion's anxiousness to punish a blocked Teleport Drop (leaving him open to get hit with the second hit of the Tricky Teleport). Scorpion almost never gets a chance to land a Demon Fire due to Mileena staying airborne for the majority of a match. This still remains a tactical match on both ends, but Mileena has the upper hand when it's all said and done.

WORST MATCHUP

Mileena's worst matchup may very well be the thunder god himself, Raiden. His teleport is the answer to any Sai Blast (air or ground). It's not necessarily a clean counter, but it instantly puts Mileena on the defensive when she lands. His Torpedo, however, is fast enough to hit her on the way down from an Air Sai Blast. Mileena can normally perform her Ball Roll to counter projectiles, but Raiden thwarts that strategy because his Bolt attack hits twice (the second hit stopping Mileena from following up the Ball Roll with a combo). Raiden can also perform an Air Torpedo to fly over Mileena's head, then Teleport behind her, just to change her directional focus and keep her guessing where Raiden will be on the screen. All in all, Raiden doesn't pose overwhelming problems for Mileena, but it's his movement generalship that gives Mileena fits over a period of time.

NIGHTWOLF



BIO

Nightwolf is one of few EarthRealm mortals with a strong connection to the spirit world. A powerful Native American shaman, he is guided by the empyrean forces and communes with divine beings such as Haokah, known to the East as Raiden. Nightwolf's devotion allows the Spirits to work through him, granting him unnatural long life and ethereal weapons to combat the darkness that threatens mortalkind. In the coming crisis, however, it is not Nightwolf's arsenal that will alter fate. His faith in the Spirits will inspire those who have lost hope.

GENERAL STRATEGIES

Nightwolf can play the aggressor or the defensive force based on the fact that his Shoulder and Power Charge moves knock down and are instantaneous if anyone flinches. The Shoulder can be ducked but the Power Charge can't and is an excellent wake-up option. High/low mix-up games come into play with the Toward + 3, 1, 2 chain combo, bringing your opponent into a juggle state. This can be followed up with the juggle of your choice. Another suitable chain up close is 1, 2, 2, 1. Other defensive mix-ups involve a successful Shoulder, then jumping or dashing backward for a Lightning (unblockable and can only be escaped by jumping) or a Thunder Storm (one bar of Super Meter), which can be followed up with a juggle attack. If an opponent jumps, Nightwolf's Uppercut is an excellent move to counter jumpers, and his Arrow Shot and enhanced Arrow Shot are also applicable in a war of projectiles.

CHARACTER TIER PREVIEW

	Total Wins	Baraka	Cyber Sub-Zero	Cyrax	Ermac	Jade	Jax	Johnny Cage	Kabal	Kano	Kitana	Kung Lao	Liu Kang	Mileena	Nightwolf	Noob	Quan Chi	Raiden	Reptile	Scorpion	Sektor	Shang Tsung	Sheeva	Sindel	Smoke	Sonya	Stryker	Sub-Zero	Kratos
Nightwolf	158.5	7	7	7	5	6	6	5	6	5.5	6	5	6	6	X	4.5	7	5	5.5	5.5	6	4.5	6	6	6	5.5	5.5	6	7

BASIC MOVES

KNIFE STAB



Away + 1

UPPERCUT



Down + 2

BIG CHOP



Away + 2

NECK STAB



Toward + 2

TOE STOMP



Toward + 3

SWEEP



Away + 4

CHAIN COMBOS

BLADE AND EDGE



1, 1, 2 The last hit of this chain hits overhead.

DEADLY DANCE



1, 1, 4

AXE BLAST



1, 2, 2, 1 The third hit of this chain hits overhead.

DAGGER STAB



Away + 1, 1, 1

NIGHTWOLF

NEW EARTH



TOMAHAWK SMASH



FULL MOON

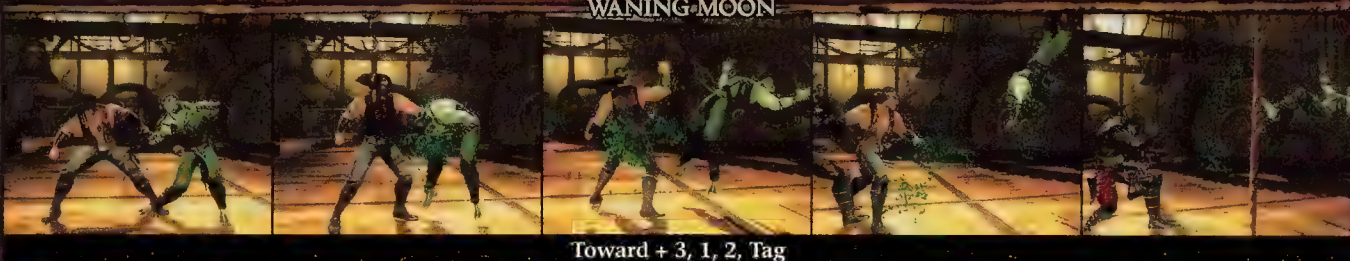


SPIRIT TRACKS



FAST TAGS (TAG MODE ONLY)

WANING MOON



RISING HAWK



This pops the opponent up, leaving them vulnerable to any attacks from the character being tagged in.

DIVING EAGLE



This pops the opponent up, leaving them vulnerable to any attacks from the character being tagged in.

TAG COMBOS (TAG MODE ONLY)

RAZOR'S EDGE



1, 1, Tag

FALCON-SWAP



2, 1, 1, Tag

DEADLY TALON



2, 3, Tag

HOWLING WOLF



Away + 2, 2, Tag

BULL AND BEAR



Toward + 3, 1, Tag

SPECIAL MOVES

SHOULDER



Toward, Toward, 4

This move is very fast and effective. It can punish whiffed attacks and can serve as an ender to any chain combo or juggle; it's also a great wake-up attack. It can be ducked and punished with an Uppercut, but since the move is so fast, the opponent usually has no time to telegraph it. Performing it after an opponent blocks an Arrow Shot will hit anything your opponent will attempt to do in retaliation.

LIGHTNING



Down, Away, 3

This move is fairly easy to react to (and jump away from) when performed, until you condition an opponent to be afraid of the Shoulder. When they are anticipating your Shoulder (in efforts to punish it), strike them with Lightning before they can stand up and jump away.

ARROW SHOT



Down, Away, 1

A solid projectile with good recovery time.

REFLECT



Down, Away, 2

Bait your opponent into a projectile war with Nightwolf's Arrow Shot and reap the benefits with Reflect. This move sends back from afar whatever your opponent throws and can be followed up with Arrow Shot before they have a chance to retaliate from being hit with their own projectile.

AXE SWING



Down, Toward, 1

This pops the opponent up, and you can combo it off of any chain and use it in any juggle. It also serves as a pretty good anti-air attack.

CHOKE



Down, Toward, 2

This move is gratifying but unsafe. It's best used within a chain combo.

ENHANCED MOVES

The following moves use one bar of super meter.

STRANGLE



Down, Toward, 2 + Block

Even more gratifying than the Choke but just as risky to use by itself.

POWER CHARGE



Toward, Toward, 4 + Block

One of the best enhanced moves in the game, the Power Charge is as fast as Nightwolf's normal Shoulder, but travels full screen and hits twice. The killer is the second hit of the Power Charge hitting overhead. This beats the natural tendency of an opponent to duck the Shoulder and puts them on their behind, setting them up for things like his Lightning.

THUNDER STORM (JUGGLES)



Down, Away, 3 + Block

This move works just like the normal Lightning but with the added benefit of covering more real estate and popping the opponent up for a juggle. Nightwolf's Shoulder attacks are a perfect follow-up to the Thunder Storm if landed from a distance.

MULTI-ARROW



Down, Away, 1 + Block

This move hurls three arrows instead of one, making it almost impossible to jump over, and deals more damage.

ABSORB



Down, Away, 2 + Block

Use this just like you'd use the Reflect but with the intention of boosting your health. This move literally absorbs any projectile and restores a nice chunk of Nightwolf's life bar. Used in moderation with his Reflect, Nightwolf is almost impossible to beat in a projectile fight.

TOMAHAWK BASH



Down, Toward, 1 + Block

This works just like the normal Tomahawk but with added damage and an extra hit.

WAKE-UP MOVES

SHOULDER



Toward, Toward, 4

REFLECT



Down, Away, 2

AXE SWING



Down, Toward, 1

INTERMEDIATE COMBOS

COMBO A (5 HITS)



Toward + 3, 1, Axe Swing, 1, Arrow Shot

COMBO B (5 HITS)



Jump Punch, 1, 2, Night Choke

COMBO C (6 HITS)



Away + 1, 1, 1, Power Charge

EXPERT COMBOS

COMBO A (8 HITS)



Toward + 3, 1, Axe Swing, 1, 1 Arrow Shot, Power Charge

COMBO B (10 HITS)



Away + 1, 1, 1, Axe Swing, Away + 1, Tomahawk Bash, Dash in, 1, Night Choke

COMBO C (13 HITS)



Jump Punch, Toward + 3, 1, Tomahawk Bash, Away + 1, Tomahawk Bash, Dash in, 1, Strangle

X-RAY ATTACKS

This attack uses three bars of Super Meter.

ANCESTORS CALL



3 + 4 + Block Simultaneously OR LT + RT (Xbox 360)/L2 + R2 (PS3)

This X-Ray Attack travels a fairly short distance, but you can easily combo it off of Nightwolf's Tomahawk or one of his chain combos. Because it hits a ducking opponent, you can also use it against an opponent looking to duck under Nightwolf's Shoulder for a clutch victory.

FINISHING MOVES

LITTLE OFF THE TOP



Down, Toward, Down, Back, 4

ASCENSION

Down, Down, Forward, Back, 1

STAGE FATALITY

Down, Down, Down, Block

BEST MATCHUP

Nightwolf's best matchup is with the reptilian ninja Reptile. Nightwolf's key to success in this bout is Reflect. Reptile at his strongest hurls projectiles as often as he can, which is to Nightwolf's advantage. Reptile's Force Ball travels at a much slower speed than most projectiles, and this makes it all the more effective when Nightwolf reflects it. This means that, from a distance, he can follow it with any special move before it reaches Reptile, putting him on the defensive. Since they are unblockable, Nightwolf's Lightning and Thunder Storm are almost a sure thing after a reflected Force Ball because of Reptile's natural tendency to block what has just been reflected back at him. If Reptile wants to jump over a reflected Force Ball, Nightwolf can time an Arrow Shot just as he leaves the ground so that he lands on the Arrow; he can then hit Reptile with the Shoulder or Power Charge before Reptile lands, pushing him back full screen. Simply put, Reptile has to abandon his projectiles, find a way in, and fight in close quarters and that's not where he is effective. Nightwolf assumes almost absolute control of space as well as the pace in this matchup.

WORST MATCHUP

Out of all the cast, there are only a couple people who give him problems and Noob Saibot is one of them. Noob Saibot is effective in this match because he has the only horizontal projectiles that Nightwolf can't reflect. Without any worry of reciprocation, he can work a pretty good zone game against Nightwolf and force him to come forward. The only way Nightwolf can close the distance swiftly is by performing the Shoulder, which can be easily ducked and uppercutted. Also, Noob can tempt Nightwolf to throw his projectiles by jumping away repeatedly and punish it on reaction with a Teleport Slam. This matchup doesn't exactly spell certain doom for Nightwolf, but Noob definitely makes him sing for his supper.

NOOB

BIO

Noob Saibot's origins are unknown, but he is likely a revenant: a fallen warrior resurrected by the NetherRealm sorcerer Quan Chi to fulfill a dark objective. Noob has been assigned to aid Shao Kahn in his acquisition of EarthRealm. A faithful servant and a recent addition to the Brotherhood of Shadow, he will obey his master, Quan Chi, and complete his mission. But he is biding his time. Noob Saibot has a dark objective of his own.

GENERAL STRATEGIES

The majority of Noob's setup attacks are to keep the opponent out with gimmicks. As a whole, Noob is not a "great" character, but he does have an arsenal of tricks that are still volatile during a match. Noob's Ghostball temporarily disables your opponent's block for a short period of time. You are unable to throw out another Ghostball for about five seconds if you successfully land a hit on your opponent. Utilizing Noob's Shadow Moves (Charge, Upknee, and Strike) as a mixture of anti-air and high/low games as well as Noob's Away + 1 creates a massive wall that makes up for Noob's lack of creative juggle combos. A good combo starter connected by Away + 1, 2, Toward + 4 keeps your opponent close if the last hit connects (low attack); this allows you to keep on pressure if you decide to play up close. Using Away + 2, 1, 2 pops up the opponent, and you can do a Ghostball that will disable blocking. This eventually leads into a free X-Ray Attack, or you can do a Teleport Slam if you want a couple of seconds while your opponent is grounded because of their inability to block. Noob's Shadow Upknee in enhanced form is a great move to juggle with, and as a wake-up attack, it is an excellent anti-air. In the corner, the Shadow Upknee mixed with Away + 1 can cause some major headaches. Easy high-level X-Ray Attack damage can be done by connecting the X-Ray Attack after Noob's Away + 1, 2, 1, 4 chain combo.



CHARACTER TIER PREVIEW

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Noob	124.5	5	5.5	5	4	4	4	3.5	4	4	4	4	4	5	5.5	X	6	4	4.5	5	4.5	4.5	5	4	4.5	5.5	5	5.5	5

BASIC MOVES



CHAIN COMBOS



ASSASSINATE



2, 1, 2

NO COMPASSION



Away + 2, 1, 4 The second hit of this chain hits overhead.

REINCARNATED



Toward + 3, 3, 3

POSSESSED



Toward + 4, 3

FAST TAGS (TAG MODE ONLY)

MYSTERIOUS

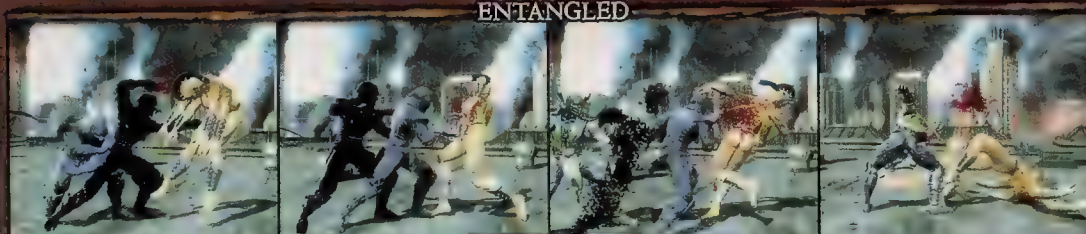


Away + 1, 2, 1, Tag

This pops the opponent up, leaving them vulnerable to any attacks from the character being tagged in.

TAG COMBOS (TAG MODE ONLY)

ENTANGLED



Away + 1, 2, Tag

WARPED RUSH



2, 1, Tag

TRAGIC



Away + 1, 2, Tag

THE SHADOW



Toward + 3, 3, Tag

SPECIAL MOVES

GHOSTBALL



Down, Toward, 1 (disables opponent's block)
Landing this will disable your opponent's block for about five seconds. After executing a Ghostball, it's best to perform the Teleport Slam or a Shadow Charge.

BLACKHOLE



Above: Down, Away, 2 • Behind: Down, Toward, 2 •
In Front: Down, Toward, Away 2

This move is extremely slow, but if it hits, it drops an opponent from the sky, leaving them open to be juggled.

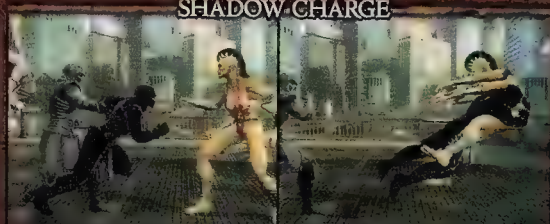
TELEPORT-SLAM



Down, Up (can be done in the air)

This can be used for a stylish combo ender, or it can be used to punish an opponent for being predictable in their projectile throwing.

SHADOW-CHARGE



Down, Toward, 3

This is a very fast projectile that is one of the most annoying attacks in the game due to the suddenness and the knockdown reaction it causes when it lands.

SHADOW-UPKNEE



Down, Away, 3

This is one of the best anti-air attacks in the game. It's fast, covers a good amount of aerial real estate, and has great recovery.

SHADOW-SLIDE



Away, Toward, 4

This move is as equally annoying as the Shadow Charge. It's a little slower than the Shadow Charge but it hits low.

ENHANCED MOVES

The following moves use one bar of super meter.

SPIRIT BALL



Down, Toward, 1 + Block

This move can be applied just like the normal one, only this version reverses the controls of an opponent for five seconds; this means if they want to jump, they have to press Down and if they want to walk forward, they have to press Away.

SAIBOT CHARGE



Down, Toward, 3 + Block

This functions like the normal version but deals one more hit and a little more damage.

DARKNESS



Above: Down, Away, 2 + Block • Behind: Down, Toward, 2 + Block • In Front: Down, Toward, Away 1 + Block
This works just like the normal version; it just comes out twice as fast and does a little more damage.

TELEPORT-SMASH



Down, Up + Block (can be done in the air)

Use this as you would the Teleport Slam but only if you want to add flair (and more damage) by magnifying the impact of the slam.

SAIBOT UPKNEE



Down, Away, 3 + Block

This version of the Upknee covers even more aerial real estate and pops up the opponent high enough to follow up with an attack before they hit the ground. A Shadow Charge works great after a successful Saibot Upknee.

SAIBOT SLIDE



Away, Toward, 4 + Block

This version of the Shadow Slide does a little more damage and knocks the opponent on the ground toward you. This is a prime opportunity to try landing the Ghostball as they get up.

WAKE-UP MOVES

TELEPORT SLAM



Down, Up

SHADOW CHARGE



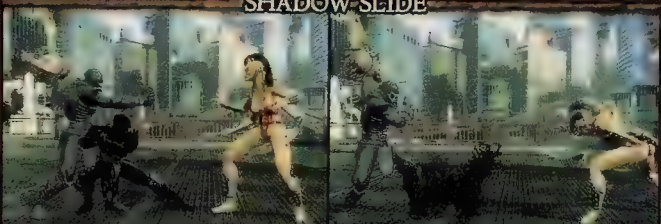
Down, Toward, 3

SHADOW UPKNEE



Down, Away, 3

SHADOW SLIDE



Away, Toward, 4

X-RAY ATTACKS

This attack uses three bars of Super Meter.

TOGETHER AGAIN



3 + 4 + Block Simultaneously OR LT + RT (Xbox 360)/L2 + R2 (PS3)

Noob's X-Ray can be used as if it were a Teleport Punch, since it hits from behind an opponent. He can counter projectile attempts with it and can combo it off of his 2, 1, 2; his Away + 2, 1, 4; and his Away + 1, 2, 1, 4 chains. It does good damage and is fairly fast. In fact, it's just fast enough to anti-air an opponent who jumps toward you, hitting them from behind.

INTERMEDIATE COMBOS

COMBO A (4-HITS)



2, 1, 2, Shadow Slide

COMBO B (4-HITS)



Jump Punch, 1, 2, Shadow Upknee

COMBO C (4-HITS)



Away + 1, 2, 1, Ghostball

EXPERT COMBOS

COMBO A (5-HITS)

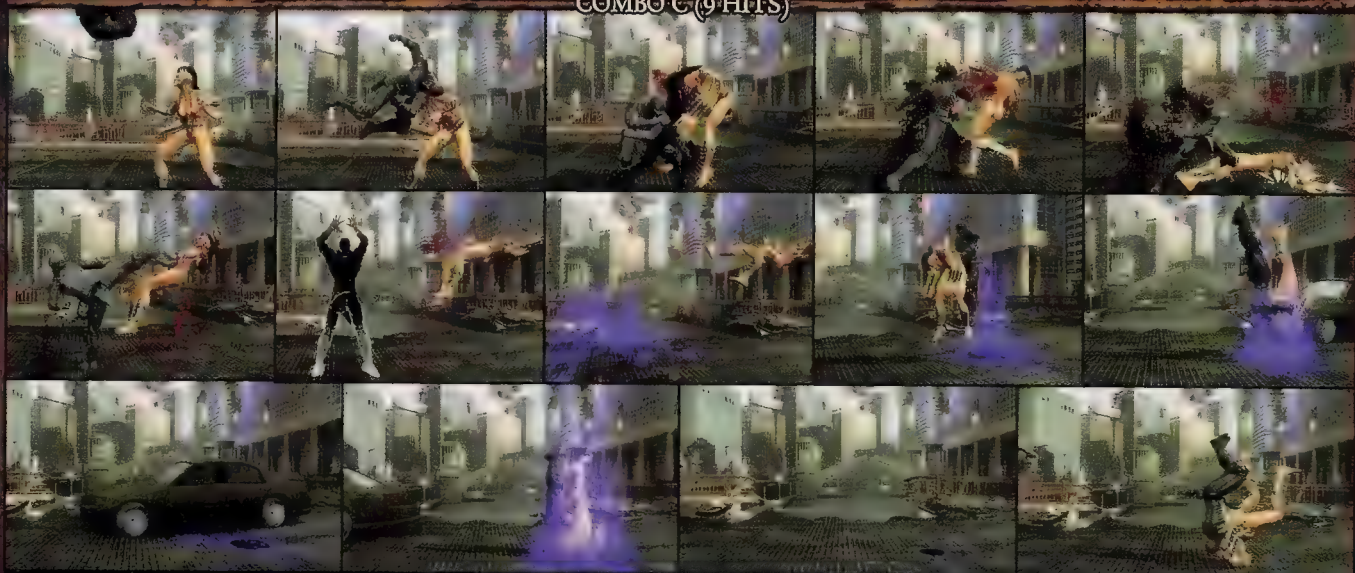


Jump Punch, 1, 2, Saibot Upknee, Saibot Charge

COMBO B (5-HITS)



Darkness, Neutral Jump Punch, Away + 2, 1, 4, Saibot Slide

COMBO C (9 HITS)


Jump Punch, Away + 1, 2, 1, 4, Teleport Smash

FINISHING MOVES
MAKE A WISH


Away, Toward, Away, Down + 4 (one jump away from opponent)

AS ONE

Down, Down, Away, Down, Block

STAGE FATALITY

Down, Toward, Away, 3

BEST MATCHUP

Noob's best matchup might be against the mighty Nightwolf. Nightwolf is easily a more capable character and possesses a much more well-rounded move set. However, in this matchup, there is only one thing that puts this matchup in Noob's favor: Nightwolf cannot reflect Noob's Shadows. Because of this, Noob wins a projectile war handily thanks to his Shadow Charge being fast enough to hit Nightwolf before his projectiles leave his hands. If Nightwolf catches on and decides that he wants to absorb the Shadows because he can't reflect them, Noob can whiff a Shadow Upknee to bait Nightwolf into using a bar of meter to perform his Absorb. The more shadows Noob flings at Nightwolf, the more meter he builds and the more likely he is to counter an Arrow Shot or Lightning attempt with his X-Ray. This matchup is a testament to how one thing can change the dynamics of a battle. This matchup remains tactical but it is Noob's for the taking.

WORST MATCHUP

Noob Saibot's worst matchup is probably against Jade. Whereas Nightwolf cannot use a special move to thwart Noob's Shadow attacks, Jade is the opposite. Her Shadow Flash renders Noob's Shadow attacks almost useless as long as she can perform it consistently and not have it hinder the flow of what she has to do in order to reap the benefits of the Shadow Flash. If Jade activates the Shadow Glow and performs a Reboomerang, this nullifies almost all of Noob's options. If Noob throws a Shadow at Jade around the same time she does this, it will pass through her and he will eat two hits from the Reboomerang. If he tries to counter the Reboomerang by performing a Teleport Slam, the Reboomerang will hit Noob on its way back from the other side of the screen and break his momentum. In close, Jade can pressure with 3, 4 into her Staff Overhead and with low attacks comboed into her Shadow Kick. Noob's attacks in close quarters are just slow enough to not pose any retaliatory threat. This matchup can only be competitive if Jade can't maintain her Shadow Glow consistently. Jade has Noob's number from the beginning of the round until she finishes him.

QUAN CHI

BIO

The NetherRealm has produced many vile beings, but none rival the Arch-Sorcerer Quan Chi. In lieu of NetherRealm demons, he prefers to resurrect deceased warriors for use in his sinister plans. Foremost among them is the tortured Shirai Ryu ninja Scorpion, who is Quan Chi's personal assassin. Quan Chi is building an army of such specters—the purpose of which has yet to be revealed. Another mystery is the sorcerer's involvement in the Mortal Kombat tournament. The NetherRealm has no stake in its outcome, which leads some observers to question his presence....

GENERAL STRATEGIES

Quan Chi has a vast array of moves made to confuse an opponent. His Skeletal Boost gives him a health or damage boost that lasts for a short period of time. Quan's Trance stuns the opponent for a free combo (and can also be done after a pop-up combo such as 2, Away + 1). His enhanced version of the Trance takes away one bar of Super Meter from an opponent if it connects. Another efficient pop-up attack includes Away + 3, 1 + 2 simultaneously that you can use to juggle into a chain combo and then a Trance for another free combo for slick damage. It is almost a necessity if you are at the end of the screen to utilize the Skeletal Boost for the free bonus and standard Trance because the hit box takes up half the screen!



CHARACTER TIER PREVIEW

	Total Wins	Baraka	Cyber Sub-Zero	Cyrax	Ermac	Jade	Jax	Johnny Cage	Kabal	Kano	Kitana	Kung Lao	Liu Kang	Mileena	Nightwolf	Noob	Quan Chi	Raiden	Reptile	Scorpion	Sektor	Shang Tsung	Sheeva	Sindel	Smoke	Sonya	Stryker	Sub-Zero	Kratos
Quan Chi	103.5	4	5	4	3	4	4	4	4	3	4	3	3	4	3	4	X	4	4	4.5	3	5	4	3	4	4	4	4	5

BASIC MOVES

BACK HAND



Away + 1

OVERHEAD SWIPE



Toward + 1

UPPERCUT



Down + 2

SIDE CHOP



Away + 2

LOW HOP KICK



Up + 3

SHIN KICK



Away + 3

This move hits overhead.

HOP KICK



Toward + 4

SWEEP



Away + 4

CHAIN COMBOS

AFTERLIFE



1, 1, 2

UNDER TORMENT



1, 1, 3

CONJURER'S CRUSH



Away + 1, 1

SPELLBINDER



2, 1, 2

CORRUPTION



Toward + 1, 2, 2 + 1

ROOT OF EVIL



ENCHANTMENT



WOUNDED WRATH



INCANTATION



DETERIORATION



ANNIHILATION



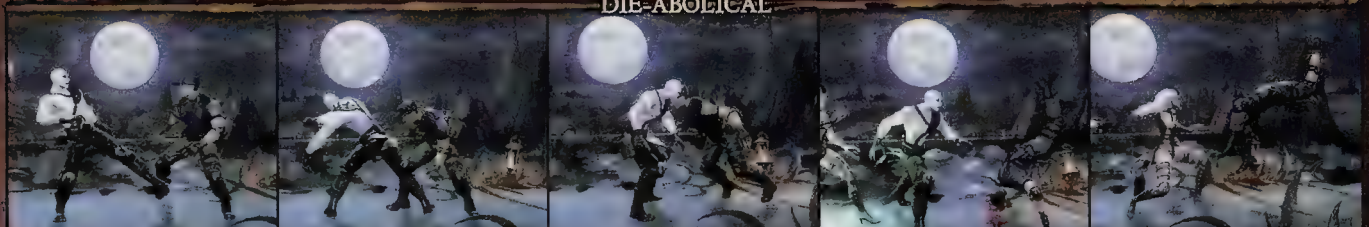
FAST TAGS (TAG MODE ONLY)

SINISTER



This pops the opponent up, leaving them vulnerable to any attacks from the character being tagged in.

DIE-ABOLICAL



This pops the opponent up, leaving them vulnerable to any attacks from the character being tagged in.

TAG COMBOS (TAG MODE ONLY)

ALTERNATIVE MEANS



1, 1, Tag

KRUEL INTENTIONS



Toward + 1, 2, Tag

BAD OMEN



2, 1, Tag

SPECIAL MOVES

SKELETAL-BOOST (HEALTH OR DAMAGE BOOST)



Down, Away, 4

This move can either increase the damage of Quan Chi's subsequent attack or restore some of his health. You have no control over which one happens, but you can control when it happens. This move has a long recovery, so it's best to perform it immediately after a Jump Kick or after Quan Chi's Away + 3, 1 + 2 chain.

GROUND BURST (CLOSE)



Down, Away, 1

GROUND BURST (MEDIUM)



Down, Toward, 1

GROUND BURST (FAR)



Down, Away, Toward, 1

This ground projectile has one of the longest recovery times in the game and can be easily escaped on reaction with a jump. It's best to use this in the middle of a chain combo to maximize its chance of landing.

SKULL BALL



Down, Away, 2

This projectile is one of the slowest in the game. It won't do too much good in a firefight, but it does make for a good combo ender.

TRANCE



Away, Toward, 3

This move renders the opponent defenseless if landed, but is severely punished if blocked.

SKY DROP



Down, Away, 3 (can be done in the air)

This move can only be comboed off of 1, 1 but is useful in countering an opponent from above when they get too predictable in throwing their projectiles. Hold Away or Toward to land in front or behind opponent; neutral lands on top of opponent at the spot where the special move was first input.

ENHANCED MOVES

The following moves use one bar of super meter.

GROUND BLAST (CLOSE)



Down, Away, 1 + Block

GROUND BLAST (MEDIUM)



Down, Toward, 1 + Block

GROUND BLAST (FAR)



Down, Away, Toward, 1 + Block

This is a far more useful version of the Ground Burst, being that it's unblockable and can be comboed off of a chain. This means it's almost guaranteed damage if an opponent is blocking a chain combo that is comboed into the Ground Blast. It just doesn't do a good deal of damage.

QUAN CHI

SKELETAL BUFF



Down, Away, 4 + Block

This version of the boost gives you both the Power Boost and the Health Boost. When performed successfully, this is an excellent benefit. However, the recovery is so long that an opponent can usually interrupt it with a wake-up attack.

SKULL CHOMP



Down, Away, 2 + Block

This functions like the regular Skull Ball, just with added damage.

SKY STOMP



Down, Away, 3 + Block (can be done in the air)

MESMERIZE



Away, Toward, 3 + Block

This works just as the Trance does, but this version drains almost an entire bar of meter from an opponent that they could have potentially used to combo-break whichever combo Quan Chi planned to hit them with after landing the Mesmerize.

WAKE-UP MOVES

SKY-DROP



Down, Away, 3

INTERMEDIATE COMBOS

COMBO A (5 HITS)



Trance, Toward + 1, 2, 1 + 2

COMBO B (5 HITS)



Neutral Jump Punch, Dash in, 2, 1, 2, Skull Ball

COMBO C (5 HITS)



Jump Punch, 1, 1, 2, Sky Drop (holding Toward)

EXPERT COMBOS

COMBO A (8 HITS)



Jump Punch, 1, 1, Trance

COMBO B (10 HITS)



Away + 3, 3, Trance, 1, 1, 2, Sky Stomp (holding Toward)

COMBO C (13 HITS)



Jump Punch, Away + 3, 1 + 2, Dash in, Away + 1, 1, Mesmerize, Jump Punch, 1, 1 Sky Stomp

X-RAY ATTACKS

This attack uses three bars of Super Meter.

AMULET ASSAULT

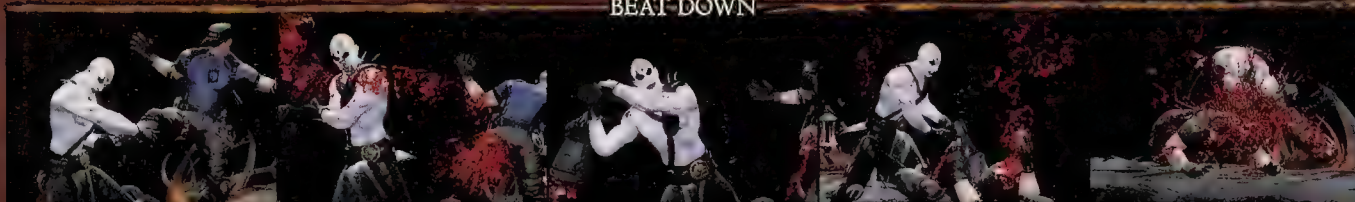


3 + 4 + Block Simultaneously OR LT + RT (Xbox 360)/L2 + R2 (PS3)

Quan Chi's X-Ray is one of the coolest-looking but the least effective in the game. It doesn't travel very far and only hits high, meaning that a simple duck will keep an opponent out of harm's way and in position to counter the X-Ray attempt with an Up-percut. This X-Ray attack is best used after Trance, a pop-up, or a juggle combo after a pop-up.

FINISHING MOVES

BEAT DOWN



Toward, Toward, Down, Down, 1 (sweep distance)

ON YOUR KNEES

Down, Toward, Down, Toward, 4

STAGE FATALITY

Away, Toward, Down, 2

BEST MATCHUP

Quan Chi's best matchup is against Cyber Sub-Zero. He has more answers for Cyber Sub than the inverse. He can counter Cyber Sub's Iceball on reaction with the Sky Drop. If Cyber Sub throws an Ice Bomb anywhere near half-screen distance, Quan Chi can counter with Trance (and Quan Chi will have time to jump away from the bomb into any combo he wants to land on the hypnotized opponent). Also, if Quan makes Cyber Sub apprehensive about throwing his relatively slow Ice Ball, he can score some quick damage with the far Ground Blast. This can be somewhat of a plodding and uneventful matchup, but if both play to the best of their ability, Quan Chi will be the last man standing.

WORST MATCHUP

Quan Chi has a hard time against quite a few characters, but Kano is probably the most frustrating opponent to fight overall. Quan Chi has no real answer to Kano's Knife Throw, as it recovers too fast to counter with a Sky Drop. A steady dosage of the Knife Throw also makes it hard for Quan Chi to trade hits with Ground Burst (since it can hit Quan and stifle the Ground Burst animation just before it completes). If Quan Chi tries to jump over a Knife Throw, he gets hit with the Ball. Quan's best bet is to perform a Sky Drop and control it so that it whiffs Kano (and lands either in front of or behind him), just to close the distance. And even then he's put at a disadvantage. This is a bad matchup on paper and an even worse matchup in practice, depending on how much Kano wants to abuse his natural advantages.

RAIDEN

BIO

Raiden is the god of thunder and protector of EarthRealm. Ageless and wise beyond measure, he leads EarthRealm's mortals in the endless battle against the forces of darkness. When Shao Kahn, Emperor of Outworld, threatened to merge his realm with EarthRealm, an overwhelmed Raiden implored the Elder Gods to give EarthRealm a fighting chance. Thus the Mortal Kombat tournament was created. For millennia, Shao Kahn has been kept at bay, but nine consecutive losses to Goro have eroded hope that EarthRealm can be saved. Determined to prevent Armageddon, Raiden tirelessly quests to find a champion worthy of Mortal Kombat.

GENERAL STRATEGIES

Raiden's ability to Teleport behind an opponent instantaneously allows him to compete with anyone in the cast match-up-wise and allows him to avoid projectile wars. His 3, 3, 4 combo is his bread-and-butter pop-up setup into Teleport into Electrocute Grab into more juggle follow-ups. Dashing at your opponent and doing this combo when they are blocking can let you create a mini-vortex mix-up of blocking, sweeps, or Raiden's Away + 3, 1, 2 pop-up combo. Raiden's wake-up Electric Fly enhanced move goes through all projectiles, and his standard wake-up will go through them through the first eight frames. (Wake-up moves have an initial eight frames of invincibility.) Raiden's Teleport is especially fast if canceled from any basic attack that is blocked so you can turn on the mind games with throws, sweeps, or the easiest method: attempting an immediate cross-up into a combo starter because your opponent is usually stuck in block-stun (due to habit, not due to the game) and is not expecting such a quick move. Attempted jump-in combo starters after the Teleport can be countered with a simple jumping away Air Kick, so be careful telegraphing these after a Teleport.



CHARACTER TIER PREVIEW

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Raiden	161	7	7	6	5.5	6	6	5	5.5	5	6	5	5.5	5.5	5	6	7	X	6	6	6	6	6.5	6	6	6	6	6	6

BASIC MOVES

STATIC TOUCH



Away + 2

GUT STRIKE



Toward + 2

SIDE KICK



Away + 3

SPINNING KICK



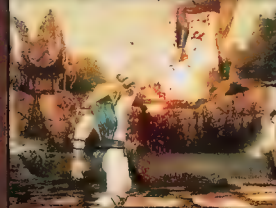
Toward + 3

HEEL SMASH



Toward + 4 This move hits overhead.

UPPERCUT



Down + 2

SWEEP



Away + 4

CHAIN COMBOS

HEAVENLY HAND



1, 2, 1, 2

SUDDEN ENERGY



2, 2, Toward + 1

WHITE LIGHTNING



2, 2, Away + 4 The last hit of this chain hits low.

VIOLENT THUNDER



Away + 2, Toward + 1, 2 + 1

QUICK BURN



Toward + 2, 4

RAIDEN

FLASH STORM



Toward + 2, 3, 2 + 1

SPARK KICKS



3, 3, 4 The last hit of this chain hits overhead.

THUNDER GOD



Away + 3, 1, 2 The last hit of this chain hits overhead.

FAST TAGS (TAG MODE ONLY)

DISTANT THUNDER



3, 3, 4, Tag

This pops the opponent up, leaving them vulnerable to any attacks from the character being tagged in.

ELDER FURY



Away + 3, 1, 2, Tag

This pops the opponent up, leaving them vulnerable to any attacks from the character being tagged in.

GOD FIST



Toward + 2, 4, Tag

This pops the opponent up, leaving them vulnerable to any attacks from the character being tagged in.

TAG COMBOS (TAG MODE ONLY)

GODLIKE



2, 2, Tag

SUPERNATURAL



Away + 2, Toward + 1, Tag

DIVINE POWER



Toward + 2, 3, Tag

SPECIAL MOVES

LIGHTNING



Down, Away, 1

This is a relatively slow projectile with below-average recovery time. It's best used in the middle of a chain combo or as a combo ender.

ELECTROCUTE



Down, Toward, 2

This is a throw maneuver that can land at only point-blank range. When landed, there is a small window where Raiden can Uppercut or juggle with 1, 1 into the Electric Fly.

TELEPORT



Down, Up

This puts you right behind your opponent. Against projectile heavy characters, this move is a must.

ELECTRIC FLY



Away, Toward, 3 (can be done in the air)

This is an extremely fast attack that is applicable in any situation, whether it's within a chain combo or a juggle combo, or whether it's simply to fly out of the corner (over or under your opponent) when under pressure. Also, this move is fast enough to catch someone off guard at half-screen distance.

VICINITY BLAST



2Down, Away, 2

If landed on the ground, this attack will simply send a burst of electricity into an opponent's face, but if landed within a juggle combo, it will pop the opponent up for just enough time to sneak an attack (such as the Electric Fly) before they hit the ground.

ENHANCED MOVES

The following moves use one bar of super meter.

BOLT



Down, Away, 1 + Block

The regular Lightning isn't very useful, but the Bolt is an excellent tool for keeping an opponent in check. It looks like the Lightning attack but dishes out a second bolt of lightning that makes its way back toward Raiden; this stops anyone trying to jump or close the distance.

SHOCKER



Down, Toward, 2 + Block

This works like the Electrocute, only it has much more range, which helps when you want to Electrocute someone in a juggle combo.

THUNDER FLY



Away, Toward, 3 + Block (can be done in the air)

This functions just the same as the Electric Fly, only it deals more damage.

SPARKPORT



Down, Up, + Block

This performs two Teleports back-to-back, which can confuse an opponent by changing their directional focus two times in the span of a second.

VICINITY BURST



Down, Away, 2 + Block

This works just like the Vicinity Blast, but this version causes a more forceful knock-back reaction. With timing, you can score with an Electric Fly after a Vicinity Burst (before the opponent hits the ground).

WAKE-UP MOVES

ELECTRIC FLY



Away, Toward, 3

VICINITY BLAST



Down, Away, 2

TELEPORT



Down, Up

X-RAY ATTACKS

This attack uses three bars of Super Meter.

SHOCK THERAPY



3 + 4 + Block Simultaneously OR LT + RT (Xbox 360)/L2 + R2 (PS3)

Raiden's X-Ray has pretty good range, and you can combo it off of plenty of his chain combos, such as 3, 3, 4 or Away + 3, 1, 2. It's also good to use right after telegraphing (and countering) an opponent's projectile with the Teleport. In addition, it can be used as an anti-air.

INTERMEDIATE COMBOS

COMBO A (4 HITS)



1, 2, 1, Lightning

COMBO B (5 HITS)



Jump Punch, 2, 2, Electrocute, Uppercut

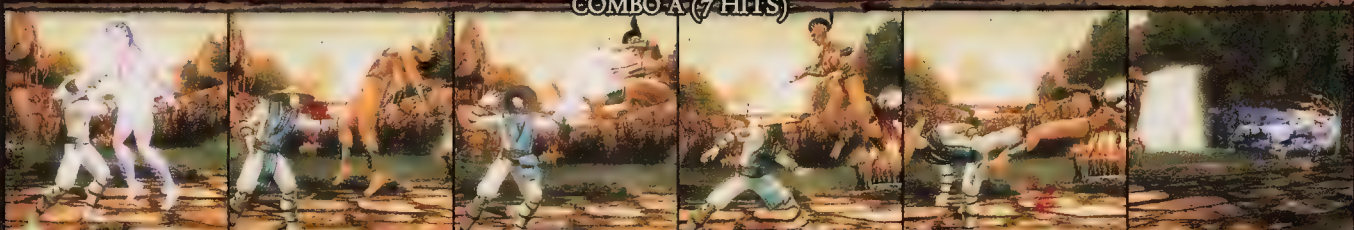
COMBO C (5 HITS)



Away + 3, 1, 2, Electric Fly

EXPERT COMBOS

COMBO A (7 HITS)



Electrocute, 1, Vicinity Blast, Dash in, 3, 3 Electric Fly

COMBO B (8 HITS)



Jump Punch, Away + 3, 1, 2, Dash in, 1, Vicinity Burst, Electric Fly

COMBO C (11-HITS)



Jump Punch, 3, 3, 4, Teleport, Electrocute, 1, Vicinity Blast, Dash in, 3, 3, Thunder Fly

FINISHING MOVES

JUST-A-SCRATCH



Down, Toward, Down, Toward, 1 (one jump outside opponent)

TRANSPLANT

Away, Toward, Toward, Down, 4

STAGE FATALITY

Down, Down, Down, 2

BEST MATCHUP

Raiden's best matchup is against Cyber Sub-Zero. Raiden can counter just about anything Cyber Sub-Zero can do. If Cyber Sub throws an Ice Ball, Raiden can Teleport and mount an offense from behind. If Cyber Sub-Zero throws an Ice Bomb, Raiden can Electric Fly or Teleport on reaction. If Cyber Sub tries to close the distance with a Dive-kick, Raiden can fire his Bolt attack, then Teleport behind him or jump at him to mount his own offense. If Cyber Sub tries his own Teleport, Raiden can punish it with the Electrocution, then juggle him off of it. Raiden can even use his normal Lightning attack in a firefight against Cyber Sub due to the Ice Ball being so slow. This match is a complete squash in Raiden's favor.

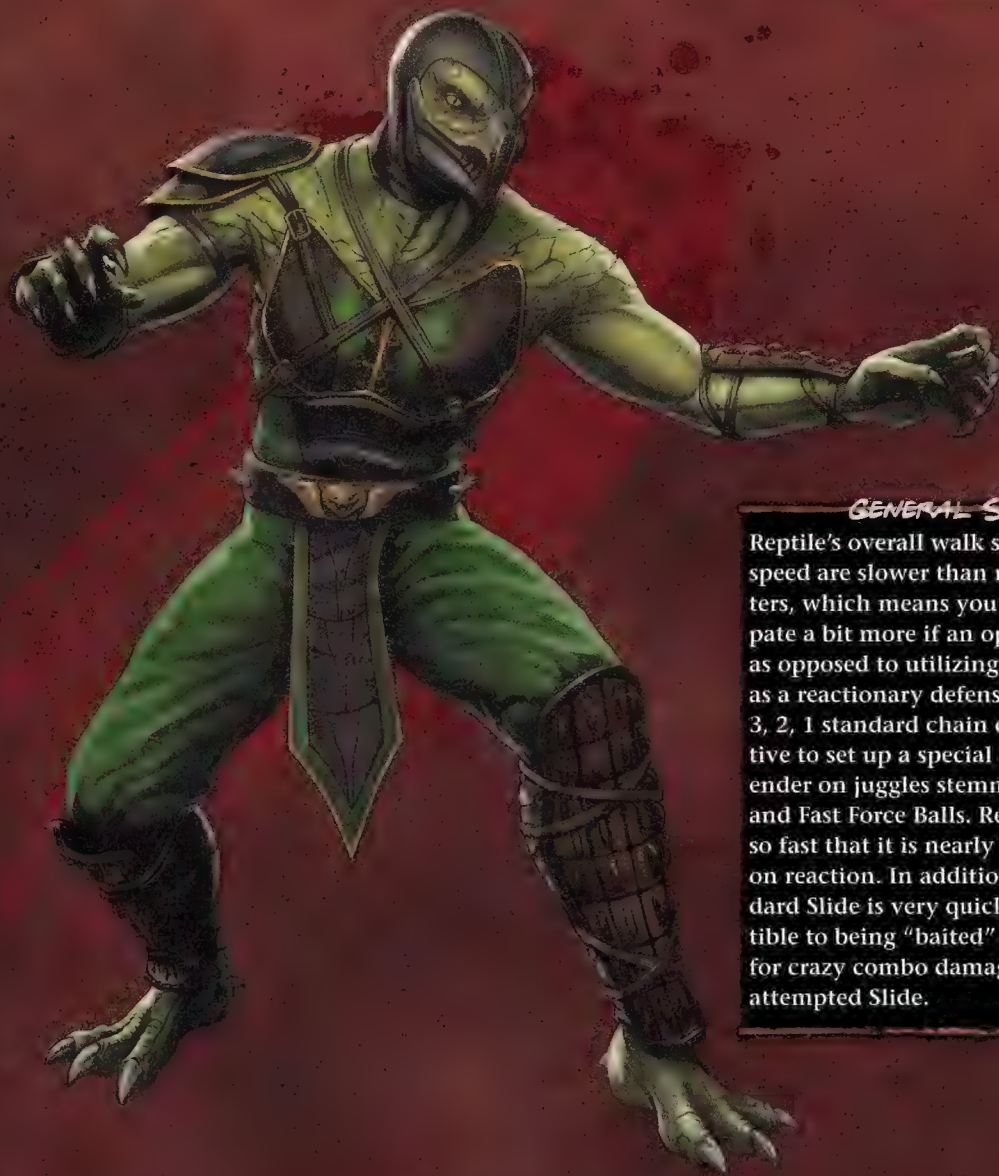
WORST MATCHUP

Raiden has no real bad matchups, but Kano gives him quite a challenge. Raiden can usually Teleport behind an opponent as they shoot their projectile on reaction, forcing them to be on the defensive. In Kano's case, his Knife Throw recovers so quickly that he's ready to attack at the same time Raiden appears behind him. This leads to a tense game that leaves Raiden wondering questions like, "Is he going to do the Up Ball when I Teleport behind him?" or "Will he feel I'm too smart for that and try to throw me while I stand ready to block the Up Ball?" It's these situations that make this match a bona fide battle for Raiden, as he is never in complete control in a bout against Kano.

REPTILE

210

His home realm of Zattera is gone, mysteriously destroyed ages ago. Reptile is the last known surviving member of his race. He has since made Outworld his home. Shao Kahn has made use of Reptile's mastery of stealth to spy on suspected traitors and slay known enemies of the empire. But the knowledge that he is the last of his kind gnaws at Reptile. He would give anything, kill anyone, if it would bring his realm back from the abyss. Self-pity fuels his aggression as he inflicts suffering and death on others.



GENERAL STRATEGIES

Reptile's overall walk speed and uppercut speed are slower than most of the characters, which means you will have to anticipate a bit more if an opponent is jumping as opposed to utilizing a defensive uppercut as a reactionary defensive counter. Reptile's 3, 2, 1 standard chain combo is very effective to set up a special move juggle or as the ender on juggles stemming from the Slow and Fast Force Balls. Reptile's Elbow Dash is so fast that it is nearly impossible to block on reaction. In addition, whereas his standard Slide is very quick, it is highly susceptible to being "baited" out by an opponent for crazy combo damage if they block an attempted Slide.

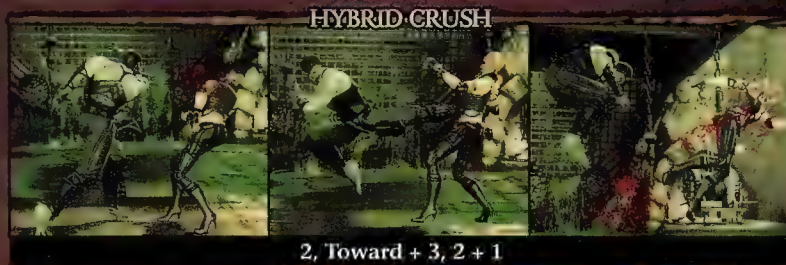
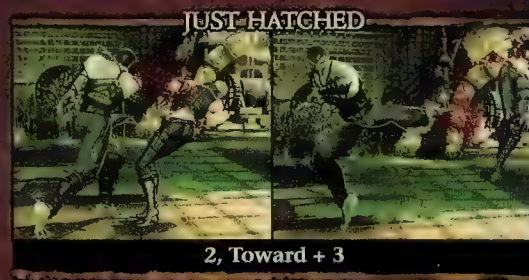
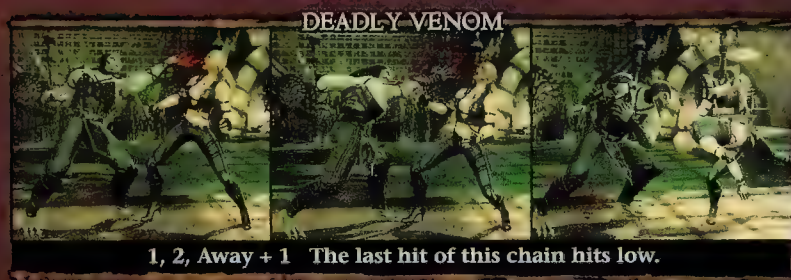
CHARACTER TIER PREVIEW

	Total Wins	Baraka	Cyber Sub-Zero	Cyrax	Ermac	Jade	Jax	Johnny Cage	Kabal	Kano	Kitana	Kung Lao	Liu Kang	Mileena	Nightwolf	Noob	Quan Chi	Raiden	Reptile	Scorpion	Sektor	Shang Tsung	Sheeva	Sindel	Smoke	Sonya	Stryker	Sub-Zero	Kratos
Reptile	136	5	6	5	5	5	5.5	4.5	5	4.5	5	4.5	5.5	5	4.5	5.5	6	4	X	5	5.5	4	6	5	4	5	4.5	5.5	6

BASIC MOVES



CHAIN COMBOS



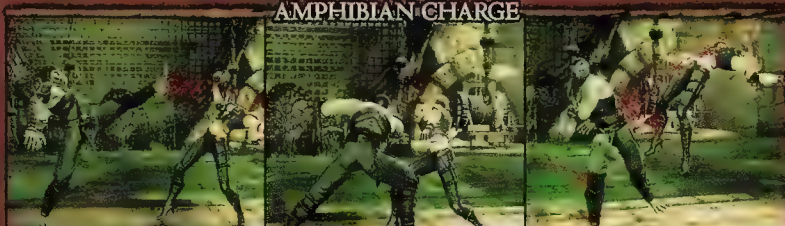
REPTILE

EVOLUTION



Toward + 2, Away + 1

AMPHIBIAN CHARGE



3, 2, 1

SLITHERED



3, 2, Away + 4 The last hit of this chain hits low.

SWAMP STRIKES



Toward + 3, 2 + 1

FAST TAGS (TAG MODE ONLY)

CARNIVOROUS



1, 2, 2, 1, Tag

NOCTURNAL



Toward + 2, Away + 1, Tag

AQUATIC



3, 2, 1, Tag

SHREDDING SKIN



Away, Toward, 2 + Block + Tag

TAG COMBOS (TAG MODE ONLY)

TOXIC



1, 2, Tag

RAVENOUS



1, 2, 2, Tag

ANGUISH



3, 2, Tag

SPECIAL MOVES

SLOW FORCE-BALL



Away, Away, 1

FAST FORCE-BALL



Away, Away, 3

SLIDE



Away, Toward, 4

This move is very fast, hits low, and travels under most opponents' projectiles. It is a very effective attack but leaves Reptile open for severe punishment when blocked. Before utilizing this move, use Reptile's overhead attacks to get the opponent to block high.

REPTILE

ACID HAND



Down, Away, 2

You can combo this move off of any standing or ducking attack, and off of any hit of his chain combos. What makes it effective is that it hits overhead. In addition, 3, 2 into Acid Hand works great after landing his Slithered chain combo (which ends hitting low).

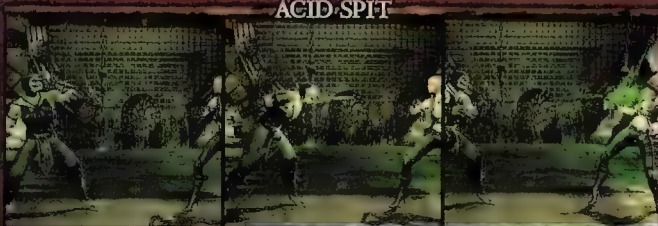
INVISIBILITY



Down, Up, 4

This move renders Reptile nearly invisible. Jump Kicks work great when in this state, due to it being harder for an opponent to gauge where your leg is in order to hit Reptile out of the air.

ACID SPIT



Down, Toward, 1

Pretty quick projectile with decent recovery; it can serve as a good follow-up after a Slow Force Ball.

ELBOW DASH



Away, Toward, 2

This is another very fast move. It's so fast that if you're anywhere from up close to half a screen distance away, it's almost impossible to block on reaction. However, not unlike Reptile's Slide, there is a price of severe punishment to pay if your opponent blocks this move.

ENHANCED MOVES

The following moves use one bar of super meter.

SLOW-MEGA-BALL



Away, Away, 1 + Block (hold 1 to charge)

FAST-MEGA-BALL



Away, Away, 3 + Block [Hold 3 to charge]

The diameter of a fully charged Mega Ball is much bigger than a Force Ball, allowing for you to control more real estate. You can charge them for up to two seconds, and you can let them go at any point during the charge (which allows for varied timing that an opponent has to keep track of). Throw in the fact that you can have both the Slow Mega Ball and Fast Mega Ball on the screen at the same time and it turns the simple act of jumping over a telegraphed Forceball into an annoying task.

REPTILIAN HAND



Down, Away, 2 + Block

This version causes higher damage and pops the opponent up, leaving them open for anything you can think of. Reptile's Amphibian Charge chain is a perfect fit, for instance.

SLIME TRAIL



Away, Toward, 4 + BLOCK

This move is every bit as good as the normal one but with the benefit of two extra hits and more damage. It makes for an excellent combo ender, whether it's after a juggle or tacked onto the end of a chain combo.

VANISH



Down, Up, 4 + Block

The normal version of the invisibility renders Reptile nearly invisible. This version leaves Reptile *completely* invisible. Fast attacks such as his Elbow Dash and Slide work great when invisible, as they cover ground fast and will almost surely be unexpected.

ACID STREAM



Down, Toward, 1 + Block

This version of the Acid Spit does more damage and covers much more horizontal real estate than the normal one. So much so, that an opponent can't jump over it. It's a great zoning tool and if connected will push the opponent back, effectively putting them back in range for Acid Spits and Force Balls.

REPTILIAN-ELBOW



Away, Toward, 2 + Block

Like the normal version of this move, it's a phenomenal move to wake up with (due to its speed). This version gives you an extra hit for higher damage, and leaves the opponent in the air long enough to be juggled with a very fast attack such as Reptile's Slide (or EX Slide for even more damage).

WAKE-UP MOVES

SLOW FORCE BALL



Away, Away, 1

SLIDE



Away, Toward, 4

FAST-FORCE-BALL



Away, Away, 3

INVISIBILITY



Down, Up, 4

ELBOW DASH



Away, Toward, 2 This is the fastest wake-up attack in the game.

INTERMEDIATE COMBOS

COMBO A (4 HITS)



Slow Force Ball, 1, 2, Acid Spit

COMBO B (6 HITS, MIDSCREEN)



Fast Force Ball, Slow Force Ball, 1, 2, 2, 1

COMBO C (6 HITS, CORNER)



Corner: 1, 2, 2, 1, juggle with 1, Uppercut

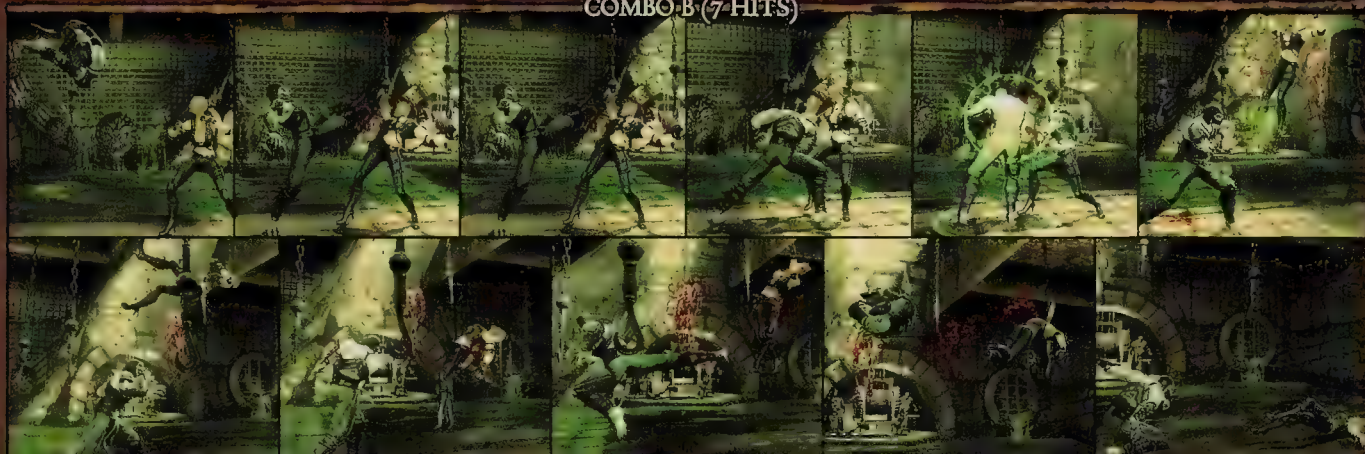
EXPERT COMBOS

COMBO A (8-HITS)



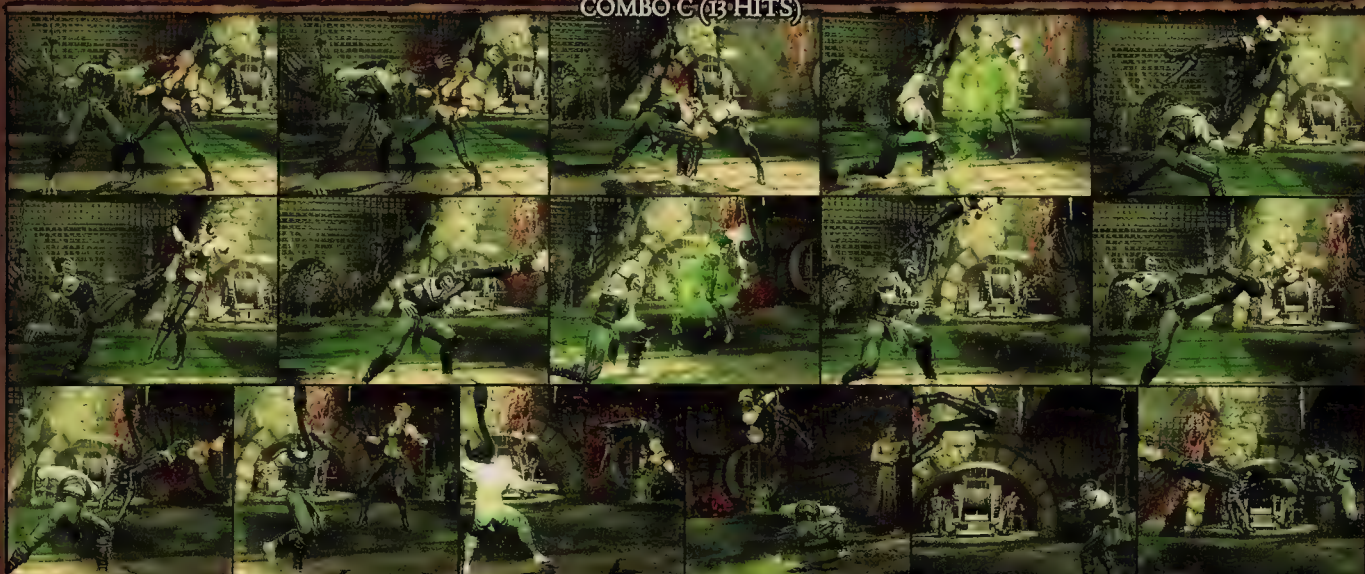
1, 2, 2, Force Ball, 3, 2, 1, Acid Stream

COMBO B (7-HITS)



Jump Punch, 3, 2, Reptilian Hand, Dash in, Toward + 3, 1 + 2

COMBO C (13-HITS)



1, 2, 2, Slow Force Ball, 3, 2, Fast Force Ball, 3, 2, 1, Slime Trail

X-RAY ATTACKS

This attack uses three bars of Super Meter.

TRICKY LIZARD



3 + 4 + Block Simultaneously OR LT + RT (Xbox 360)/L2 + R2 (PS3)

Reptile's X-Ray Attack is very fast, reaches full screen, and is unblockable. Since it is a grabbing X-Ray, you cannot combo it off of a chain, but it can pass through just about any projectile thrown from almost full screen and catch the opponent (before they recover from throwing said projectile). Don't be careless, though; this X-Ray can be avoided simply by ducking. Just make sure your opponent is standing or blocking high before you perform this move.

FINISHING MOVES

ACID YAK



Toward, Toward, Down, Up, 3

WEIGHT LOSS

Down, Down, Toward, Away, 1

STAGE FATALITY

Toward, Down, Down, Block

BEST MATCHUP

Reptile's best matchup is against Sheeva. His projectile specials make for an unnerving and frustrating experience for the Shokan warrior. Because of her size, Sheeva has a slightly harder time jumping over the Force Ball, and it's almost impossible for her to jump over a Mega Ball. Couple that with Reptile's speedy Acid Spit and impossible-to-jump-over Acid Stream and you have the elements to keep Sheeva at bay for as long as you'd like. What's worse is that a charging Mega Ball will beat a Jump Stomp cleanly. This means you can train Sheeva to try and counter a Force Ball with the Jump Stomp, then simply hold the Mega Ball charge for the counter. In the event that Sheeva begins her Jump Stomp as Reptile is throwing a normal Force Ball (and looks like she will land it), he can perform his Elbow Dash to dart out of harm's way at the very last second. Frankly speaking, this match can serve as target practice for Reptile with not much reciprocation from Sheeva.

WORST MATCHUP

Reptile's worst matchup is Nightwolf. His projectiles lend themselves to being creative and unpredictable zoning tools. Nightwolf simply has none of it. Anything Reptile can dish out from full screen, Nightwolf can reflect right back at him and then some. When Nightwolf reflects a Force Ball, Reptile has so many things to worry about, it's scary. If Reptile wants to block a reflected Force Ball, Nightwolf can land the Thunder Storm. If he tries to jump over it, Nightwolf can Uppercut, Tomahawk, or Shoulder him out of the air. If he tries to jump away from the reflected Force Ball, Nightwolf can land his Power Charge from almost full-screen distance and knock Reptile backward while the Force Ball approaches him as he gets up (which forces him to block and get hit with Lightning or a Thunder Storm)! In this match, it's almost a waste of time for Reptile to use his projectiles, as the more he gives, the more he's going to get in the end.

Hanzo Hasashi was once a member of the Japanese Shirai Ryu ninja clan. Given the name Scorpion for his blindingly fast and deadly fighting skill, his life was blessed with glorious combat in the name of his Grand Master. But when he, his family, and his clan were brutally exterminated by Sub-Zero and the Lin Kuei, Scorpion's existence became eternal torment. Resurrected by the malevolent necromancer Quan Chi, he entered the Mortal Kombat tournament to slay Sub-Zero and avenge the murders of his kin.

GENERAL STRATEGIES

Scorpion's classic juggle combos involving his Teleport and a Spear after a jump-in kick are still intact; however, they are much harder to do and are not really part of his bread-and-butter combos. Scorpion's best special move is Demon Fire, which is best utilized after any jump-in combo or chain combo due to the opponent's inability to block it. When close to your opponent, perform mix-ups of 1, 1, and 1, 1, 1, then a small delay; this will make your opponent guess whether to jump away or toward you, allowing you to perform a Demon Fire, uppercut, or Sweep, plowing on the free damage. This also allows you to keep the offense going with your opponent doing a ton of guessing.

If an Away + 2 attack successfully hits, you can get a free Spear or Jump Kick into Air Throw. Scorpion's Toward + 3 acts as a good medium overhead attack, and you can keep on the pressure with mix-ups from this, Away + 2, and his Sweep, along with added 1, 1 or 1, 1, 1 attacks. Scorpion doesn't need to use enhanced moves because he can save up for his X-Ray Attack. Scorpion's X-Ray has the unique ability of teleporting under his opponent; if you are concerned about your combo abilities, you can easily perform this after a Spear for easy high-level damage.

SCORPION



CHARACTER TIER PREVIEW

	Total Wins	Baraka	Cyber Sub-Zero	Cyrax	Ermac	Jade	Jax	Johnny Cage	Kabal	Kano	Kitana	Kung Lao	Liu Kang	Mileena	Nightwolf	Noob	Quan Chi	Raiden	Reptile	Scorpion	Sektor	Shang Tsung	Sheeva	Sindel	Smoke	Sonya	Stryker	Sub-Zero	Kratos
Scorpion	135.5	6	6	5.5	4.5	5	5	4.5	4	5	5	4.5	5	4	4.5	5	6	4	5	X	6	4	6	5	4.5	5	5.5	5	6

BASIC MOVES

DOOM SLICE



Toward + 2

BLADE OVERHEAD



Away + 2 This attack hits overhead.

UPPERCUT



Down + 2

HEEL KICKS



Toward + 3 This attack hits overhead.

SHIN BLAST



Toward + 4

SWEEP



Away + 4

CHAIN COMBOS

GRAVEDIGGER



2, 2 + 1 The second hit of this chain hits overhead.

GRIEVANCE



Toward + 4, 3

DAMNATION



1, 1, 4

TORMENT



1, 1, 1

BRIMSTONE



2, 1, 2 The last hit of this chain hits overhead.

DOOM BLADE



Toward + 2, 1, 4

DEAD-END



FAST TAGS (TAG MODE ONLY)

UNDERWORLD



SOULLESS



This pops the opponent up, leaving them vulnerable to any attacks from the character being tagged in.

TAG COMBOS (TAG MODE ONLY)

ETERNAL VENGEANCE



PUNISHMENT



AFFLICTION



Toward + 2, 1, Tag

REVENGE



3, 3, Tag

SPECIAL MOVES

SPEAR



Away, Away, 1

This is the classic Spear with the same applications we've seen throughout the <I>MK<I> series. Using this in the middle of a chain combo or after Scorpion's Away + 2 overhead attack serves as a good gateway to further damage.

DEMON-FIRE



Down, Away, 2

This is an unblockable move that is fast enough to catch an opponent off guard almost at will if used in conjunction with low attacks, such as Sweep and Takedown.

TELEPORT



Down, Away, 3 (can be done in the air)

Use this move to counter projectile-happy opponents. You can also combo it off of any jump attack and can utilize it in juggles.

TAKEDOWN



Down, Away, 4

Takedown comes in handy when wanting to sneak in a low attack in the middle of Scorpion's chain combos. This also works like a charm in a do-or-die-situation once you've got the opponent looking out for his overhead attacks.

AIR-THROW



Throw (while in the air)

This is best as an effective (and stylish) juggle ender. It also works great after landing a Demon Fire up close, due to an opponent's natural tendency to jump away after getting hit with one.

ENHANCED MOVES

The following moves use one bar of super meter.

FLAME SPEAR



Away, Away, 1 + Block

This functions like the normal Spear, but Scorpion hurls two spears instead of one for an increase in damage.

HELL FIRE



Down, Away, 1 + Block

This works like the regular Demon Fire but is much harder to jump away from, as it covers more vertical space than the normal version.

FLAMEPORT



Down, Away, 4 + Block (can be done in the air)

This looks like the normal Teleport but hits twice, thus fooling an opponent and hitting them during their natural tendency to punish a normal Teleport after blocking it.

TAKEOUT



Down, Away, 3 + Block

This functions the same as Takedown but with added damage.

WAKE-UP MOVES

TELEPORT



Down, Away, 3

X-RAY ATTACKS

This attack uses three bars of Super Meter.

SCORPION STING



3 + 4 + Block Simultaneously OR LT + RT (Xbox 360)/L2 + R2 (PS3)

This is probably the most applicable X-Ray Attack in the game. You can land it off of Scorpion's Away + 3 overhead and his Spear, and you can use it within his chain combos and as a juggle ender. Also, you can use it to punish a projectile attempt due to it being a Teleport in itself. Basically, when Scorpion has full meter, he can capitalize on almost any mistake an opponent makes, potentially landing the X-Ray for big damage.

INTERMEDIATE COMBOS

COMBO A (4 HITS)



Jump Kick, Teleport, Spear, Uppercut

COMBO B (5 HITS)



Spear, 3, 3, Takedown

COMBO C (5 HITS)



Away + 2, dash in, 1, 1, Teleport, dash in, Uppercut

EXPERT COMBOS

COMBO A (9 HITS)



Jump Kick, Teleport, dash in, 1, 1 Spear, 3, 3, Takeout

COMBO B (10 HITS)



Away + 2, dash in, 1, 1, Flameport, Teleport, Spear, 2, 1, 1 + 2

COMBO C (13 HITS)



Jump punch, toward + 2, 1, Spear, Jump punch, 2, 1 + 2, Teleport, dash in, 1, 1, Teleport, ducking 1, Flame Spear

FINISHING MOVES

SPLIT DECISION



Toward, Down, Away, 2 (sweep distance)

NETHER-GATE

Away, Toward, Away, 3

STAGE FATALITY

Forward, Up, Up, 1

BEST MATCHUP

Scorpion doesn't particularly dominate any one character to the point where it's one-sided, but he does handle Baraka pretty well. Demon Fire is the bane of Baraka's existence in this matchup since he has the weakest projectile game out of the whole cast. Scorpion can almost win this match strictly by performing Demon Fire with varied timing (and distance since it tracks) and either Uppercutting, performing a Spear, or teleporting to safety when Baraka tries to jump in. Whenever a Spear lands for Scorpion, you should end a combo with an Air Throw so that it resets both fighters at full-screen distance; this lets him kick off more Demon Fire shenanigans. Baraka has to get in close to give Scorpion trouble and Scorpion has little trouble keeping him out.

WORST MATCHUP

Scorpion's move set allows him to fare well against any opposition, but the one that can instinctively give him the most trouble is Mileena. Her special moves naturally lend themselves to be counter to Scorpion's special moves. For instance, her Ball Roll goes under his Spear. Her Teleport Drop can land on top of him as he's performing a Spear or Demon Fire. She can perform her Air Sai Blasts very low to the ground so that Scorpion doesn't have enough time to react with a Teleport (to counter her from behind on her way down) or a Demon Fire (since he gets hit with the Air Sai Blast). This is a very competitive matchup on the surface, but Mileena definitely has Scorpion's number.

As the son of the Grand Master, it was never in question that Sektor would join the Lin Kuei. What pleases the Grand Master is the degree to which his son relishes the life of an assassin. The secretive clan allows Sektor to express his darker nature, using any means necessary to complete his tasks. Hired by Shang Tsung, his current assignment is to attend the Mortal Kombat tournament and eliminate the Earthrealm competitors before they have a chance to compete. Though this mission will put his clan in good standing with Shao Kahn, Sektor's ultimate goal is to supplant his father as Grand Master of the Lin Kuei.

GENERAL STRATEGIES

Sektor's staple attacks revolve around constantly using his Super Meter and knowing when to set up attacks that follow his Up Missiles and Homing Missiles with 1, 2, Away + 1 and a Teleport Juggle or Metal Uppercut. Sektor can deal easy damage after a combo starter to 1, 2, Away + 1 into Jump Kick, Air Teleport + additional juggle moves, making him very dangerous. Sektor's Leg Lift can severely mess with blocking opponents. He can dash out of the initial setup move and perform techniques such as Attack 4 (which hits overhead and can be canceled into a Teleport) or Throw, or he can hit the opponent with a Toe Kick.

Meter building is important with Sektor, as many of his moves that were standard in the older MK games now require at least one bar of Super Meter. Sektor's Flame Burner has excellent range, and when used in conjunction with his Up Missiles and Homing Missiles, it creates a vast array of options for Sektor if one of these successfully connects.

One of the most important aspects of the game is learning to correctly cancel special moves from regular attacks. There is a high probability for canceling a special move earlier than necessary when using the same button; therefore, if you are trying to attack an opponent, use an Attack button that is not on the same plane as the button of the special move. For example, Sektor's Teleport Uppercut can be connected into a juggle combo from a jumping Attack 3 or 4 (Jump Kick), but if you jump in with Attack 4 early and perform the motion for the Teleport Uppercut, you might miss the command because the input for both an Air Teleport Uppercut and Attack 4 are used by the same button. Just to be safe, you should jump in with Attack 3, then perform the input for an Air Teleport Uppercut. One crucial mistake that players make in tournaments is being too "certain" of their abilities and safety during a battle. Playing *not to lose* is one of the most important things to remember. Something as simple as inputting a special move cancel too early can cost you your tournament life.

SEKTOR



CHARACTER TIER PREVIEW

	Total Wins	Baraka	Cyber Sub-Zero	Cyrax	Ermac	Jade	Jax	Johnny Cage	Kabal	Kano	Kitana	Kung Lao	Liu Kang	Mileena	Nightwolf	Noob	Quan Chi	Raiden	Reptile	Scorpion	Sektor	Shang Tsung	Sheeva	Sindel	Smoke	Sonya	Stryker	Sub-Zero	Kratos
Sektor	123	5	5.5	5	4	5	4.5	4	4	4	4	4	4	4.5	4	5.5	5.5	4	4.5	4	X	4	6	4.5	4	4.5	4.5	5	5.5

BASIC MOVES

UPPERCUT



Down + 2

AFTERBURN



Away + 1

GUT CRUSHER



Away + 2

TOE KICK



Away + 3

RISING KNEE



Toward + 4

CHARGING ELBOW



Toward + 2

SWEEP



Back + 4

LEG LIFT



Up + 3, Toe Kick, 4 This move hits overhead.

SNEAKY KICKS



3, 4

CHAIN COMBOS

ARTIFICIAL INTELLIGENCE



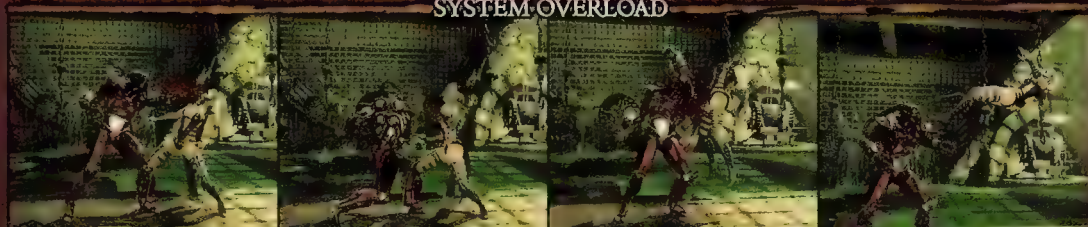
1, 1, Away + 1

MALFUNCTION



Toward + 2, Away + 1

SYSTEM OVERLOAD



1, 2, Away + 1

HARD CRASH



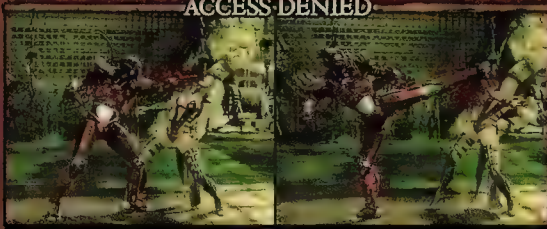
1, 2, 2 The last hit of this chain hits overhead.

FUSION FORCE



1, 2, 4

ACCESS DENIED



1, 3

DEMOLITION



2, 1, 4

DRIVE POWER



Away + 2, 1

USER ERROR



Toward + 4, 3

FATAL ERROR



Toward + 4, 4

FAST TAGS (TAG MODE ONLY)

INTERSECT



Down, Toward, 4, Tag

This pops the opponent up, leaving them vulnerable to any attacks from the character being tagged in.

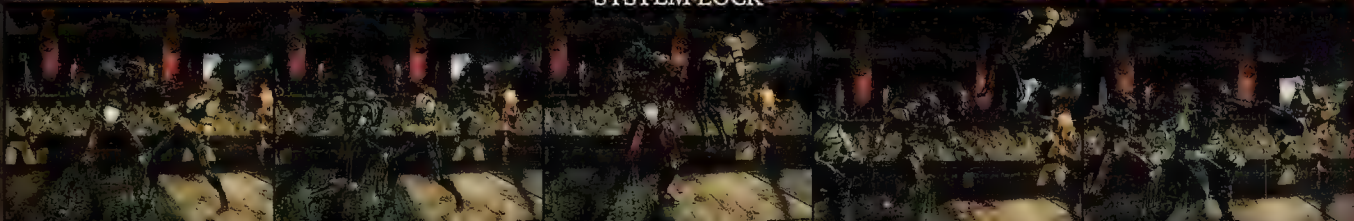
PARTITION



Down, Toward, 4 + Block, Tag (uses one bar of Super Meter)

This pops the opponent up, leaving them vulnerable to any attacks from the character being tagged in.

SYSTEM LOCK



1, 2, Away + 1, Tag

This pops the opponent up, leaving them vulnerable to any attacks from the character being tagged in.

TAG COMBOS (TAG MODE ONLY)

DETACHED



1, 2, Tag

SPARE PARTS



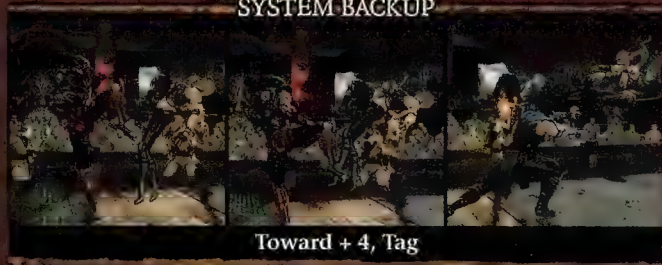
2, 1, Tag

BRANCH OFF



Away + 2, Tag

SYSTEM BACKUP



Toward + 4, Tag

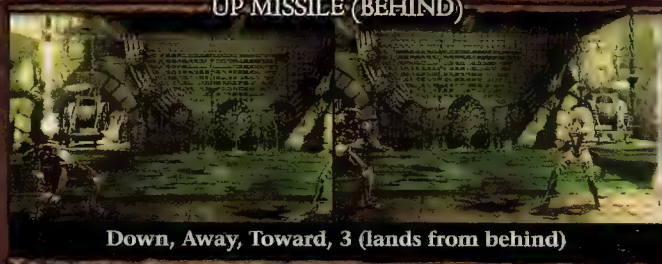
SPECIAL MOVES

STRAIGHT MISSILE



Away, Toward, 1

UP MISSILE (BEHIND)



Down, Away, Toward, 3 (lands from behind)

FLAME BURNER



Away, Toward, 2

This move is great for keeping an opponent at bay, as it covers significant real estate and stays active for a considerable amount of time. It also pushes an opponent back a good deal if they block it.

TELEPORT UPPERCUT



Down, Toward, 4

You can perform this at any point during a jump, and you can combo it off of jump attacks and chain combos. Since it pops the opponent up, the move naturally lends itself for juggling. However, due to how bad it is pushed when blocked, it's unwise to perform this move outside of a juggle combo or off a chain. Performing the Teleport Uppercut off of 2, 1 is the safest way to use it and pays off nicely when landed.

UP MISSILE (ABOVE)



Down, Away, 3 (lands on top)

This lands on top of an opponent's head and acts as an anti-air if they jump close enough to you while the missile is on the way up. Combo Attack 4 into this move and your opponent will be pushed back just far enough for the Up Missile to meet them shortly after they recover from the kick, whether they block it or not.

UP MISSILE (IN FRONT)



Down, Toward, Away, 3 (lands in front)

Use this version of the Up Missile when an opponent tries to get away from the Above Up Missile by closing the distance, as he'll run right into it.

ENHANCED MOVES

The following moves use one bar of super meter.

METAL UPPERCUT



Down, Toward, 4 + Block

This version of the Teleport Cut hits twice instead of once and causes extra damage.

HOMING MISSILE



Down, Away, 3 + Block

This move is great in that it can distract your opponent from trying to attack you, and if it lands and you're quick enough, you can combo into another move (after the Homing Missile connects).

FLAME THROWER



Away, Toward, 2 + Block

This works like the normal version but stays active a little longer and does a little more damage.

DOUBLE MISSILE



Away, Toward, 1 + Block

This version of the normal Missile does more damage and can hit a ducking opponent (they are forced to duck-block it).

WAKE-UP MOVES

TELEPORT UPPERCUT



Down, Toward, 4

X-RAY ATTACKS

This attack uses three bars of Super Meter.

MASSIVE MISSILE



3 + 4 + Block Simultaneously OR LT + RT (Xbox 360)/L2 + R2 (PS3)

This X-Ray Attack is very good since you can use it after Sektor's Teleport Uppercut and in the middle of a chain. It travels full screen and cannot be ducked, so if the opponent is used to ducking your Straight Missiles, they won't know what hit them if you slip this into the mix.

INTERMEDIATE COMBOS

COMBO A (4-HITS)



Jump punch, 2, 1, Flame Burner

COMBO B (5 HITS)



Jump Kick, Teleport Uppercut, 4, Straight Missile

COMBO C (5 HITS)



Up Missile, Toward + 4, Teleport Uppercut, Toward + 4, 4

EXPERT COMBOS

COMBO A (7 HITS)



Up + 3, 4, Teleport Punch, Jump Kick, Metal Uppercut, 4, Straight Missile

COMBO B (9 HITS)



2, 1 Teleport Punch, 1, 2 Metal Uppercut, 1, Flame Burner

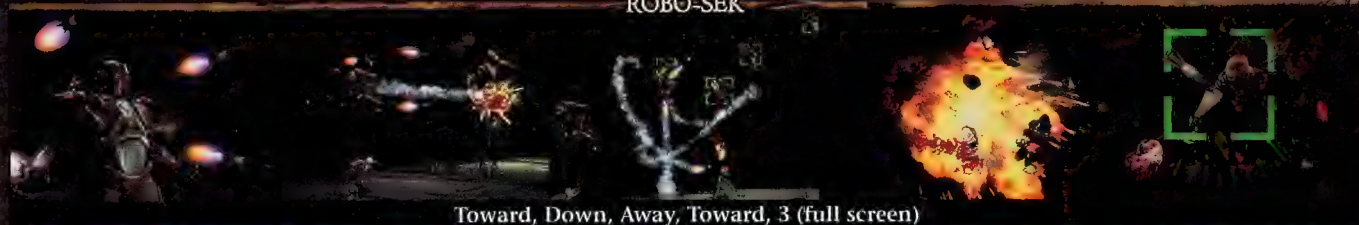
COMBO C (11 HITS)



Up Missile, Jump Punch, 2, 1, Teleport Uppercut, Jump Kick, Metal Uppercut, Jump Kick, Metal Uppercut

FINISHING MOVES

ROBO-SEK



Toward, Down, Away, Toward, 3 (full screen)

THE SCARECROW

Down, Down, Forward, Back, 1

STAGE FATALITY

Down, Forward, Down, Block

BEST MATCHUP

Sektor's best matchup is definitely Sheeva. Combining a chain into his Up Missile (Above) is a huge pain in her side, because it forces her to sit still and not risk getting hit while trying to retaliate with one of her slow attacks. The Up Missile is also a clean counter to her Jump Stomp (it will hit her vertically on her way down), so even if Sheeva gets a read on when Sektor fires the missile (and tries to counter with a Jump Stomp), she still gets hit. Another obstacle for her to overcome is the Flame Burner. Because Sheeva is significantly larger than the rest of the cast, it's harder for her to get over this projectile, and it pushes her back to square one if she gets hit by it. Sektor can also take advantage of her slow Fireball start-up animation by Teleport Punching her from behind (on reaction) as her fireball leaves her hands. Sektor can basically have a ball with his projectiles and make it a real chore for Sheeva to score any kind of sustained damage.

WORST MATCHUP

Sektor's worst matchup is probably Nightwolf. At his most effective, Sektor fires a steady stream of Straight Missiles and Up Missiles from a distance, and Nightwolf lives for that exact situation. The Reflect and Absorb effectively shuts down Sektor's projectile game and allows Nightwolf to ultimately establish his own. Ironically, it is Sektor who has to take on the role of getting around an opponent's projectiles in this matchup. Nightwolf's Lightning is unblockable, which certainly doesn't help his situation, as it is hard enough to jump over the Arrow Shot (or even worse, the Multi Arrow) without getting anti-ai'd by the Shoulder. Without his projectile game in full swing, Sektor has to grin and bear a good old-fashioned "fisticuffs" with one of the most merciless characters in the game. This is one mission Sektor should almost always abort.

SHANG TSUNG

EVO

A treacherous sorcerer who consumes the souls of his victims, Shang Tsung has played host to the last nine Mortal Kombat tournaments in EarthRealm, stacking the odds in favor of his master. Originally from EarthRealm, Shang Tsung and his magical abilities led him to discover the realm of Outworld. There he fell in league with its ruler, Shao Kahn, and pledged his life to him in return for enhanced power. He is now bound to the emperor by powerful dark magic. For centuries he has submissively done Shao Kahn's bidding. Should he fail in his mission to secure EarthRealm, he will suffer the emperor's wrath.

GENERAL STRATEGIES

Shang's setups revolve around his massive projectile game. Everything juggles—you can even juggle an opponent with multiple fireballs from the ground. Shang Tsung's Toward + 3, 4 setup juggles off of ground projectiles if you are canceling Attack 4 into your desired move. Shang's X-Ray Attack covers a large range, and with meter, Shang has options that include enhanced projectile attacks that allow him to throw three fireballs and set up even more juggle attacks that take off huge amounts of damage. Up close, Shang's options are more limited, but with his keep-away game, characters that have Teleport moves work better against him.



CHARACTER TIER PREVIEW

	Total Wins	Baraka	Cyber Sub-Zero	Cyrax	Ermac	Jade	Jax	Johnny Cage	Kabal	Kano	Kitana	Kung Lao	Liu Kang	Mileena	Nightwolf	Noob	Quan Chi	Raiden	Reptile	Scorpion	Sektor	Shang Tsung	Sheeva	Sindel	Smoke	Sonya	Stryker	Sub-Zero	Kratos
Shang Tsung	165	7.5	8	7	6	6	7	5.5	5.5	5	6	5.5	5.5	6	5.5	5.5	7	4	6	6	6	X	7	6	5.5	6	6		

BASIC MOVES

ELBOW POKE



FOREARM STRIKE



ELBOW BLAST



SHIN ATTACK



QUICK KNEE



UPPERCUT



SWEEP



CHAIN COMBOS

BAD OMEN



SOUL STAIN



SOUL TORMENT



DEATH WALKER



RESERVED PAIN



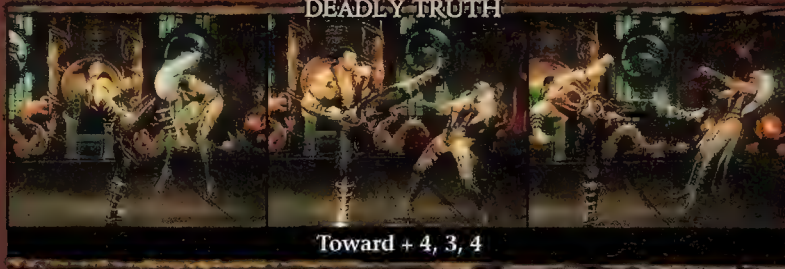
RESTORED YOUTH



PLAY TIME



DEADLY TRUTH



FAST TAGS (TAG MODE ONLY)

SIDE BY SIDE



This pops the opponent up, leaving them vulnerable to any attacks from the character being tagged in.

RUTHLESS



This pops the opponent up, leaving them vulnerable to any attacks from the character being tagged in.

TAG COMBOS (TAG MODE ONLY)

SOUL STEALER



BURNING EVIL



Away + 1, 2, Tag

B-TRADE



2, 2, Tag

TWO OF A KIND



Toward + 4, 3, Tag

SPECIAL MOVES

FIRE SKULL



Away, Away, 1

This projectile has decent recovery and average speed. It's best used against an opponent as they are getting up, so you can hit them with one of your other Skull-projectile variations.

SOUL STEAL



Toward, Down, Away, 3

This not only drains a little bit of life from an opponent, but also it morphs Shang Tsung into the character he is fighting—with an added power boost.

UP SKULL (ABOVE)



Down, Up, 2

UP SKULL (BEHIND)



Down, Toward, 2

UP SKULL (IN-FRONT)



Down, Back, 2

This lands from above onto an opponent's head and has excellent recovery. Combo a chain into this to really trick an opponent into thinking they can let go of Block and land a significant blow before the Up Skull comes crashing down on their head.

GROUND SKULL (CLOSE)



Down, Up, 3

GROUND SKULL (MEDIUM)



Down, Away, 3

GROUND SKULL (FAR)



Down, Toward, 3

This is effectively the best projectile in the game. From the unpredictability to the great recovery time to the flexibility in options after a Ground Skull lands, this move is the absolute bane of most characters' existence. After landing a close Ground Skull, you can juggle with a Medium Up Skull and then again with a Far Ground Skull.

ENHANCED MOVES

The following moves use one bar of super meter.

TRIPLE SKULLS



Away, Away, 1 + Block

This move can be performed as a combo ender, in the middle of a chain, or simply to score block damage in a clutch.

GROUND ERUPTION



Down, Up, 4 + Block OR Down, Toward, 4 + Block OR Down, Away, 4 + Block

This works best after landing a Far Ground Skull, as it will juggle them from the opposite side of the screen to Shang's side, leaving them open for any attack on the way down.

SKULL STORM



Down, Back, 2 + Block OR Down, Toward, 2 + Block OR Down, Up, 2 + Block

This move drops three Skulls from the sky instead of one, forcing the opponent to stand still and block for fear of getting caught in the storm.

SOUL CAPTURE



Toward, Down, Away, 3 + Block

This works just like the normal Soul Steal, but this one has armor on it, so you can use it as an anti-air.

WAKE-UP MOVES

SOUL STEAL



Down, Away, 3

INTERMEDIATE COMBOS

COMBO A (4 HITS)



Away + 1, 2, 1 Fire Skull

COMBO B (5 HITS)



Neutral Jump Punch, Ground Skull (medium), Ground Eruption

COMBO C (5 HITS)



Ground Skull (close), Dash in, 1, 2, 1, Soul Steal

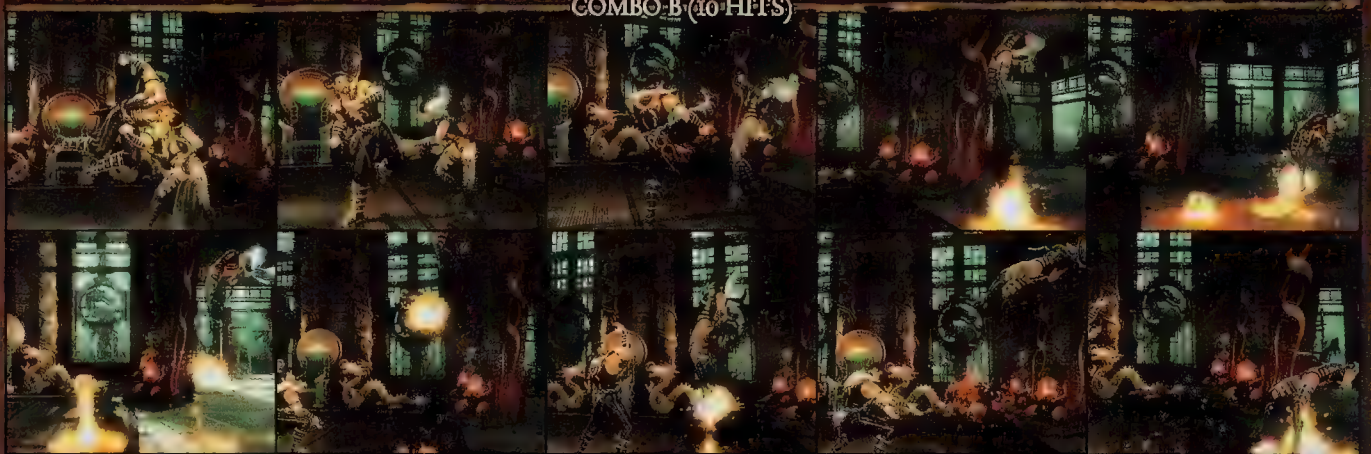
EXPERT COMBOS

COMBO A (8 HITS)



Jump Punch, Away + 1, 2, 1, Dash in, 1, 2, 2 Soul Steal

COMBO B (10 HITS)



Jump Punch, Toward + 3, 4, Ground Skull (medium), Ground Skull (far), Ground Eruption, Ground Skull (close), Ground Skull (medium)

COMBO C (13 HITS)



Jump Punch, 2, 2, 1 Ground Skull (close), Ground Skull (medium), Ground Eruption, 1, 2, Soul Capture

X-RAY ATTACKS

This attack uses three bars of Super Meter.

YOUR SOUL IS MINE



3 + 4 + Block Simultaneously OR LT + RT (Xbox 360) L2 + R2 (PS3)

This X-Ray Attack has pretty good distance, and you can combo it off of almost all of Shang's chains. In addition, you can use it to juggle after a Close Up Skull and a Medium Up Skull (or after both of them in succession). You can also use it as a very reliable wake-up attack.

FINISHING MOVES

BANG BANG!



Away, Down, Toward, 3 (sweep distance)

IDENTITY THEFT

Down, Down, Away, Down, 2

STAGE FATALITY

Up, Up, Away, 2

BEST MATCHUP

Shang Tsung is a serious threat to any and everyone in the game, but one character who suffers above all in this match is Baraka. Baraka has to rely on luck almost exclusively in order to close the distance and stay in close quarters long enough to do significant damage. Shang Tsung's projectiles are just too much for Baraka to deal with. The Close Up Skull acts as a virtual force field through which Baraka cannot pass without getting hit in the face with a Triple Skull or any of the other Skull variations. All of them stagger Baraka back just far enough for Shang to reestablish a comfortable zoning distance. Because Shang can keep Baraka out all day with projectiles, his X-Ray will be on deck sooner rather than later. Once that happens, Baraka won't be able to even land a lucky jump kick thanks to the anti-air properties Shang's X-Ray possesses. This matchup is almost not fair.

WORST MATCHUP

Shang Tsung's most competitive matchup is unquestionably against Raiden. Raiden is the only character who can teleport behind an opponent from full-screen distance without committing to some sort of punch like Scorpion, Smoke, Ermac, and so on, must do. Shang can keep an eye out for other characters' Teleports so that he can block and punish them, but he has to worry about Raiden's immediate intentions once he appears behind him. "Will he sweep?" "Will he try to throw me?" "Will he start his Away + 3, 1, 2 chain?" These questions will eventually plague Shang in the heat of battle, and that becomes the crux of their fighting relationship. Due to the inevitability of Raiden Teleporting behind Shang while he's throwing a Triple Skull (and being able to punish him cleanly while he's facing the other direction throwing Skulls), Raiden has the edge in this matchup. This is a battle for the ages.

SHEEVA

BIO

Sheeva is a member of the four-armed Shokan race. Her markings reveal that she is of the royal Draco lineage. Like all Shokan, she pledged her life to Shao Kahn, bringing honor to her race by serving him. During an attack by Edenian rebels on Shao Kahn's fortress, Sheeva fiercely protected Queen Sindel and prevented her capture. She was subsequently appointed Sindel's personal bodyguard until the queen's mysterious death in EarthRealm. Sheeva is now the master jailer of Shao Kahn's oppressive dungeon.

GENERAL STRATEGIES

Sheeva is the largest and slowest playable character in Versus Mode matches, and because of her overall lack of mobility, she generally relies on unblockable grabs, tricks, and Ground Pounds. Sheeva's best gimmick is her ability to control her Jump Stomp. This allows her to appear behind or in front of the opponent, creating the possibilities for a vast array of mind games and grab setups. Sheeva's 1, 2, Away + 1 is a standard pop-up that she can use for juggles, but jumping with a combo starter into the first two hits of a chain combo, then canceling into a Ground Pound usually will hit an opponent; the current block-stun during a chain combo makes it much more difficult for an opponent to jump away from Sheeva's Ground Pound. If your opponent catches on, you have setup grabs in case they try jumping or dashing away. An excellent tactic is using her Toward + 4 Swinging Leg against opponents within range either after a successful Ground Pound or after reacting to an opponent's movement; this hits medium and does a considerable amount of damage.



CHARACTER TIER PREVIEW

	Total Wins	Baraka	Cyber Sub-Zero	Cyrax	Errac	Jade	Jax	Johnny Cage	Kabal	Kano	Kitana	Kung Lao	Liu Kang	Mileena	Nightwolf	Noob	Quan Chi	Raiden	Reptile	Scorpion	Sektor	Shang Tsung	Sheeva	Sindel	Smoke	Sonya	Stryker	Sub-Zero	Kratos
Sheeva	105	4.5	5	4	3	3.5	4	3	3.5	4	4	3	3	4	4	5	5	3.5	4	4	4	3	X	4	3	4	4	4	5

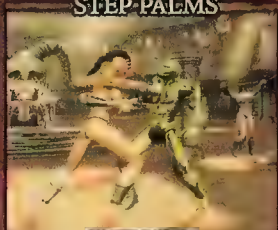
BASIC MOVES

BIG SWING



Away + 1

STEP PALMS



Toward + 2

LOW SWIPE



Away + 2

KNEE KICK



Toward + 3

SWINGING LEG



Toward + 4

UPPERCUT



Down + 2

SWEEP



Away + 4

CHAIN COMBOS

SHOKAN FURY



1, 2, Away + 1

BLOOD LUST



1, Away + 2, Toward + 1 The last hit of this chain hits overhead.

DARKNESS



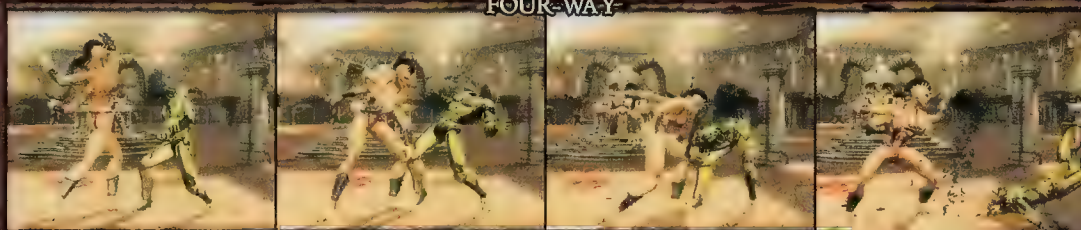
Away + 1, 2, 2 + 1

QUAD TOSS



Away + 2, 2 + 1

FOUR-WAY



2, 1, 2, Toward + 1 The last hit of this chain hits overhead.

SHEEVA RUSH



2, 1, 2, Away + 1

DEMOLISH



Toward + 2, Away + 1

TURMOIL



3, 3

REHABILITATED



Toward + 3, 2

FAST TAGS (TAG MODE ONLY)

PERFECT MATCH



1, 2, Away + 1, Tag

This pops the opponent up, leaving them vulnerable to any attacks from the character being tagged in.

BETTER THAN



2, 1, 2, Toward + 1, Tag

This pops the opponent up, leaving them vulnerable to any attacks from the character being tagged in.

TAG COMBOS (TAG MODE ONLY)

HELPING HANDS



1, 2, Tag

PROTECTOR



1, Away + 2, Tag

DISTRUSTFUL



Away + 1, 2, Tag

DESTRUCTION



2, 1, 2, Tag

SPECIAL MOVES

FIREBALL



Down, Toward, 2

Sheeva's Fireball is a fairly sluggish projectile. It has less-than-average recovery time on it also. It's best to combo her 2, 1, 2, Toward + 1 into this move

GROUND POUND



Down, Away, 4

This move is fairly easy to see and jump away from on reaction, but Sheeva can combo into it off of any chain. Perform 2, 1, 2, Ground Pound in conjunction with her 2, 1, 2, Toward + 1 and eventually one of the two will be the death of them.

GRAB-N-PUNCH



Away, Toward, 3

This is a slow grab maneuver but covers an okay amount of space. This is best used as a combo ender, for added style and damage.

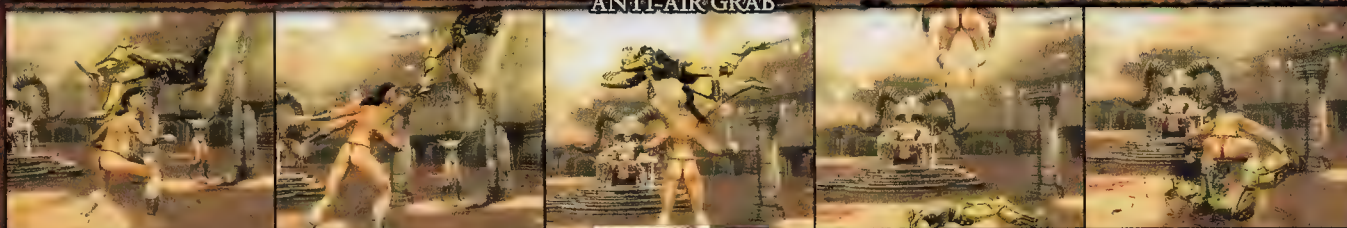
JUMP STOMP



Down, Up

The Jump Stomp isn't exactly safe to do (as it isn't the hardest thing to counter); however, the ability to steer it so that it can whiff in front or behind an opponent makes it very useful, especially when you combo it off of a chain. To perform it, hold Away or Toward to land in front or behind your opponent; neutral lands on top of your opponent at the spot where you first input the special move.

ANTI-AIR GRAB



Down, Toward, 1

As its name suggests, this move works perfect as an anti-air. It can also be a juggle combo ender.

LOW GRAB



Down, Away, 3

This works great up close if you've successfully swept or gone low on your opponent twice in a row. This also pops the opponent up, leaving them open to any juggle combos.

ENHANCED MOVES

The following moves use one bar of super meter.

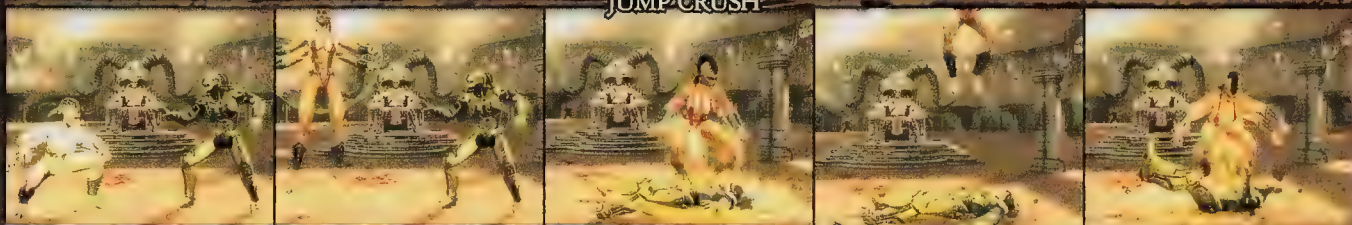
FIRE BLAST



Down, Toward, 2 + Block

This works just like the normal version, only this version causes extra damage and knocks the opponent down.

JUMP CRUSH



Down, Up + Block

Same as the regular Jump Stomp, just deals more damage.

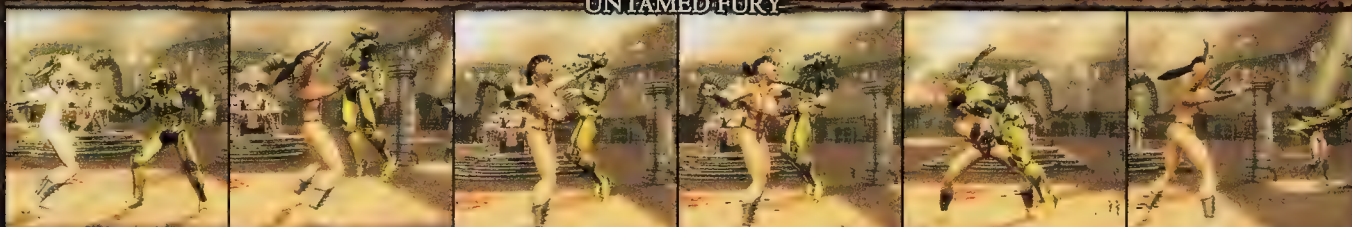
GROUND SMASH



Down, Away, 4 + Block

This adds an extra hit (for more damage) to the Ground Pound.

UNTAMED FURY



Away, Toward, 3 + Block

This functions just as the normal one but deals extra hits and extra damage.

POWER ANTI-AIR



Down, Toward, 1 + Block

Same as the normal Anti-Air, just deals more damage.

ANTI-DUCK-THROW



Down, Away, 3 + Block

This move is the same as the regular version, but just does more damage.

WAKE-UP MOVES

JUMP STOMP



Down, Up To appear behind the opponent, hold Away; to appear in front of the opponent, hold Toward.

GROUND POUND



Down, Away, 4

GRAB N PUNCH



Away, Toward, 3

ANTI-AIR GRAB



Down, Toward, 1

LOW GRAB



Down, Away, 3

INTERMEDIATE COMBOS

COMBO A (5 HITS)



2, 1, 2, Ground Pound

COMBO B (5 HITS)



Jump Punch, 1, 2, Away + 1, Dash in Uppercut

COMBO C (6 HITS)



Jump Punch, 2, 1, 2, Toward + 1, Fireball

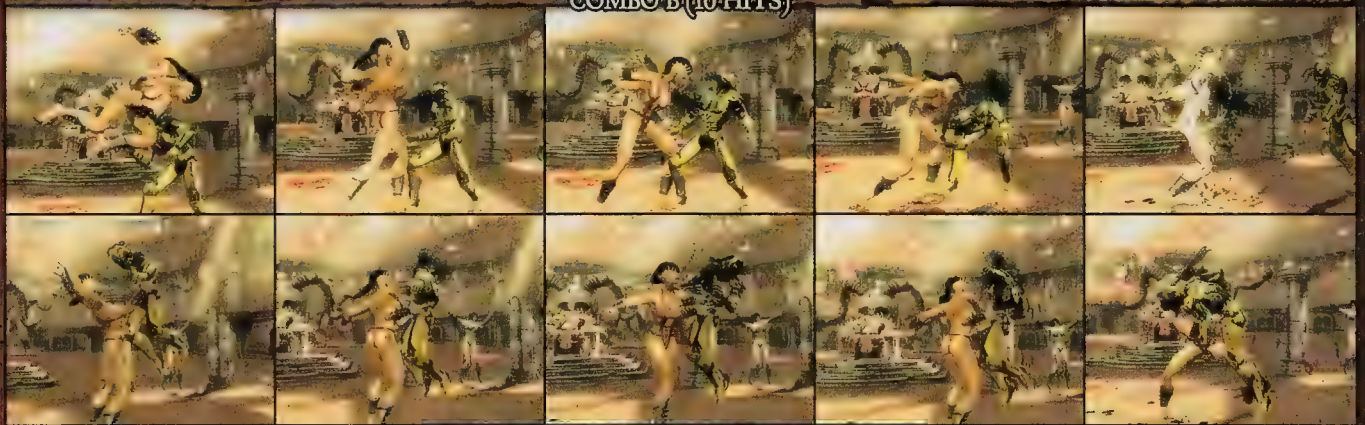
EXPERT COMBOS

COMBO A (8 HITS)



Jump Punch, 1, 2, Away + 1, Dash in, 1, Power Anti-Air

COMBO B (10 HITS)



Jump Punch, 2, 1, 2, Toward + 1, Untamed Fury

COMBO C (12 HITS)



Jump Punch, 1, 2, Away + 1, Dash in, 2, 1, Untamed Fury

X-RAY ATTACKS

This attack uses three bars of Super Meter.



SLAM DANCE

3 + 4 + Block Simultaneously OR LT + RT (Xbox 360)/L2 + R2 (PS3)

The good news is that Sheeva's X-Ray hits from full-screen distance. The bad news is that it's easy to spot and jump out of. This means that the X-Ray is best done in the middle of a successful chain combo (such as 2, 1, 2, X-Ray). Or you can bait someone to throw a projectile and then do it, punishing them.

FINISHING MOVES

STRIPPED-DOWN



Toward, Down, Down, Toward, 1 (sweep distance)

LEND A HAND

Toward, Away, Toward, Away, 4

STAGE FATALITY

Down, Down, Down, Down, 1

BEST MATCHUP

Sheeva's best matchup is against Quan Chi. Quan Chi may be the only person Sheeva can win against in a projectile war due to his projectile being equally as slow but not having as good a recovery time as Sheeva's does. Sheeva's Jump Stomp has a home in this matchup, since Quan Chi has no special moves that beat it clean. In general, Quan Chi has no definite answer to any of Sheeva's attacks. This matchup can be a sloppy apprehensive match, or it can be a sound victory on Sheeva's end.

WORST MATCHUP

Sheeva's worst matchup is against Kung Lao. Kung Lao can be all over Sheeva like bees on honey and there's not much she can do about it. The Chained Fist is the cornerstone to Kung Lao's dominance in this matchup. He can land a jump punch into it and he can combo it into a Spin (which Sheeva cannot punish). Sheeva's moves are too slow to retaliate before Kung Lao jumps away to safety or mounts another assault. Sheeva can't even do her Ground Pound due to it being punishable on reaction with a Dive Kick. On top of that, her Jump Stomp cleanly loses to his Spin attack. This is one of the worst mismatches in the game.

The mother of Kitana, Queen Sindel was forced into marriage with Shao Kahn when he conquered her realm of Edenia. In an attempt to thwart the emperor's designs on EarthRealm, she sacrificed herself. Her suicide created a magical ward preventing him from setting foot there. But now the barrier has been dissolved. Sindel has been resurrected, her mind enslaved by Shao Kahn. EarthRealm's former ally has become a deadly threat.

GENERAL STRATEGIES

Sindel's vast array of low attacks and multitude of projectiles and juggles bring her to the top of the food chain when it comes to the world of competitive Mortal Kombat. Sindel has two excellent pop-up attacks that lead to major combos: Away + 1, 2 and her Away + 3, Toward + 2 chain, where the first hit looks low but actually hits high, and the second hit pops up and hits medium. A simple follow-up with a jump kick into an Air Fireball or Air Low Fireball will give you 20 to 24 percent without a combo starter. The real confusion is when Sindel is up close. Standing Attack 4, Toward + 3, and her Step Up Special Move all look strikingly similar, except one hits high and one hits medium, and the Step Up can be canceled from a Standing Attack 4, causing an opponent to guess (usually wrong) quite a bit.

A quick way to build Super Meter with Sindel is to cancel her Hover so that she looks as if she has barely left the ground. Sindel's spacing range with constant air, standard, and low projectiles create a nearly unbreakable wall that will test an opponent's patience. Even her midrange game is solid due to her Hair Whip, speeds, and constant offensive pressure. Fast-acting Attack 4, 4 is extremely hard to see coming because three of her moves are similar. You aren't expecting that second attack (knee) to pop out and knock you down, but it's coming one way or another during a match. Throw in a mixture of her Yell at midscreen and this makes for one solid character for a Sindel fan but chaos for an opponent.

SINDEL



CHARACTER TIER PREVIEW

	Total Wins	Baraka	Cyber Sub-Zero	Cyrax	Ermac	Jade	Jax	Johnny Cage	Kabal	Kano	Kitana	Kung Lao	Liu Kang	Mileena	Nightwolf	Noob	Quan Chi	Raiden	Reptile	Scorpion	Sektor	Shang Tsung	Sheeva	Sindel	Smoke	Sonya	Stryker	Sub-Zero	Kratos
Sindel	136	5.5	6	6	4	5	5.5	4	4.5	5	5	4.5	5.5	5	4	6	6	4	5	5.5	5.5	4	6	X	4	5	4.5	5.5	6

BASIC MOVES

HAND SWEEP



Away + 1

RISING FIST



Away + 2

FACE CHOP



Toward + 1

FRONT KICK



Toward + 3

HAND PLANT HEEL



Away + 3

SPLIT KICK



Up + 3

ARISE



Up + 4

UPPERCUT



Down + 2

SWEEP



Away + 4

CHAIN COMBOS

UNDEAD BRIDE



1, 1, 1

REBIRTH



Away + 1, 2

ROYAL PAIN



1, 1, Away + 2, 4

CONFRONTED



ANGUISH



SADNESS



QUEEN'S ANGER



UNFORGETTABLE



CHILD'S PLAY



FAST TAGS (TAG MODE ONLY)

ROYAL FLUSH



REGAL RUIN



CATAclysm



Away + 2, Tag

GRACEFUL DEAD



Away + 3, Toward + 2, Tag

This pops the opponent up, leaving them vulnerable to any attacks from the character being tagged in.

TAG COMBOS (TAG MODE ONLY)

BOW TO ME



1, 1, Tag

WORTHLESS



Toward + 1, 2, Tag

MAJESTIC MASH



2, 1, Tag

QUEEN'S SORROW



3, 1, Tag

THAT WAS FUN!



4, 4, Tag

SPECIAL MOVES

FIREBALL



Down, Toward, 1 (can be done in the air)

An average-speed projectile with average recovery. The air version flies at a very wide angle and can be performed close to the ground so there's not a lot of recovery there.

LOW FIREBALL



Down, Toward, 3 (can be done in the air)

Not unlike Liu Kang, opponents have to respect her low fireball, from afar and up close.

YELL



Down, Away, 2

This move has a fairly long windup animation, but when landed, it leaves the opponent staggered, left open for any attack Sindel chooses.

HOVER



Down, Down, Up (press Block to go back to the ground)

Sindel can use this to throw Fireballs while levitating, but the real benefit of this move is to cancel out of it by pressing Block as soon as you leave the ground. This makes an opponent wonder if you're going to commit to a full Hover. It's in that moment of hesitation that you can attack with any of your chain combos into another Hover cancel.

HAIR WHIP



Down, Toward, 2

This makes for a very flashy combo ender and juggle ender.

STEP UP



Down, Toward, 4

This also is a very flashy way to end combos.

ENHANCED MOVES

The following moves use one bar of super meter.

POWER FIREBALL



Down, Toward, 1 + Block (can be done in the air)

This works just like her normal Fireball, except it deals one more hit and deals more damage.

LOW FIRE



Down, Toward, 4 + Block (can be done in the air)

Same as the regular Low Fire, but with an extra hit and some extra damage.

SCREAM



Down, Away, 2 + Block

This move looks just like the Yell, only you can dash cancel out of it if you hold the Punch button down.

HAIR TOSS



Down, Toward, 2 + Block

This version adds two extra slams onto the original and adds style and damage.

STEP OVER



Down, Toward, 4 + Block

The flashiness and damage output is taken up another notch for this move. This is best used in the middle of a chain combo.

WAKE-UP MOVES

STEP UP



Down, Toward, 4

INTERMEDIATE COMBOS

COMBO A (4 HITS)



Jump Punch, 4, 4, Air Fireball

COMBO B (5 HITS)



3, 1, Yell, Away + 2, 4

COMBO C (7 HITS)



Away + 3, Toward + 4, Dash in, Toward + 1, 2, Step Up

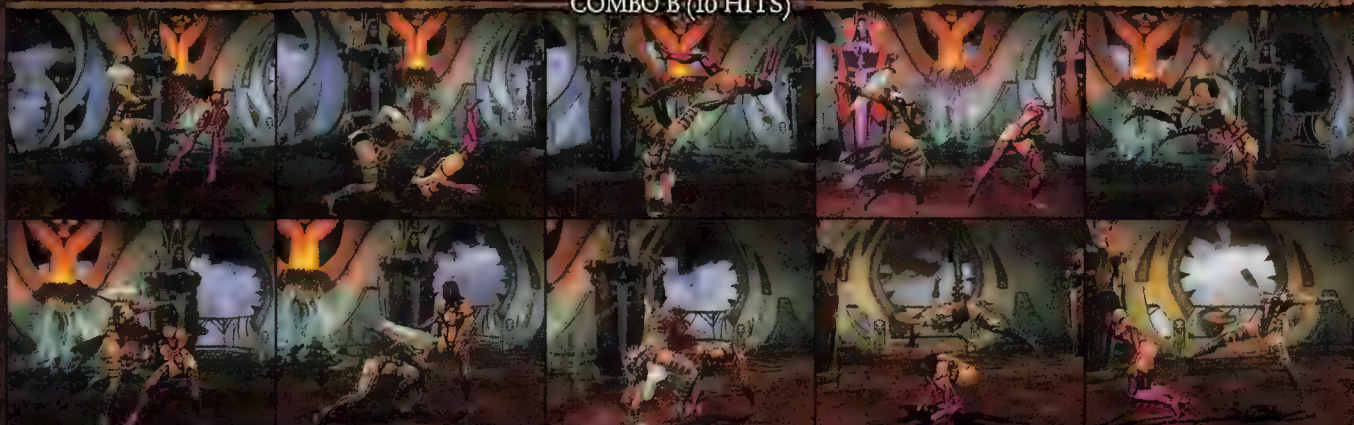
EXPERT COMBOS

COMBO A (8 HITS)



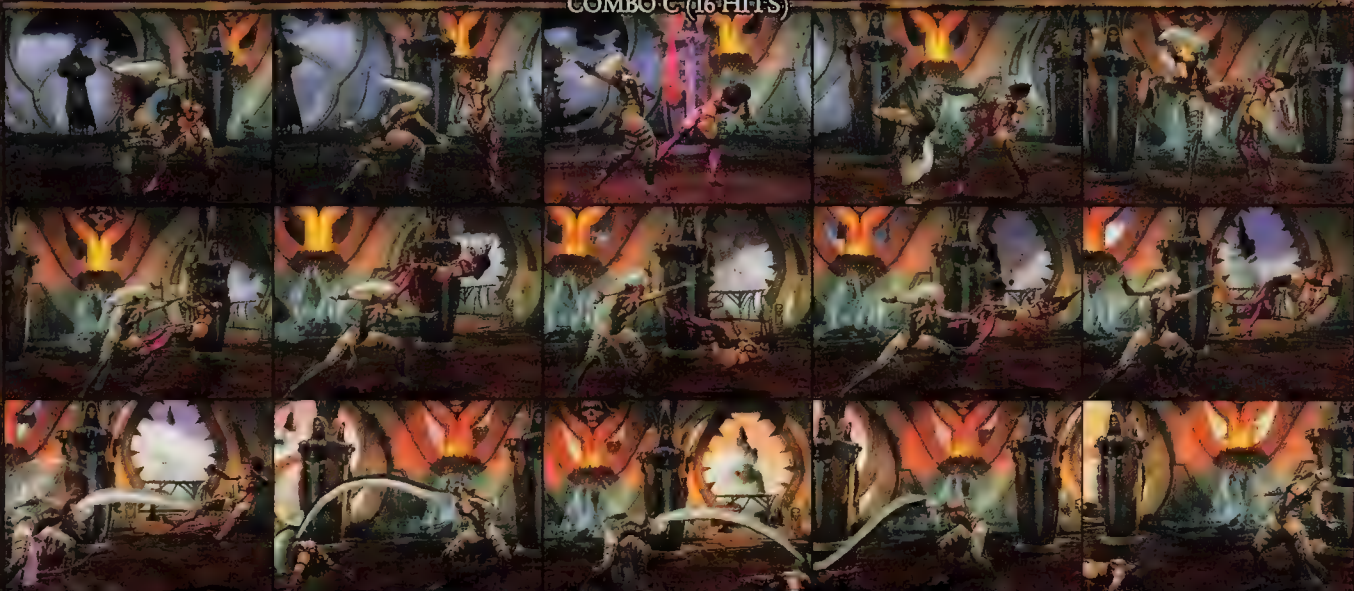
Jump Punch, 3, 1, Yell, Neutral Jump Punch, Dash in, Away + 1, 2

COMBO B (10 HITS)



Away + 3, Toward + 2, Jump Punch, 2, 1, Step Over

COMBO C (16 HITS)



Jump Punch, 2, 1, Yell, 4, 4, 2, 2, Dash in, 2, 2, 2, Hair Toss

X-RAY ATTACKS

This attack uses three bars of Super Meter.

QUEEN-B



3 + 4 + Block Simultaneously OR LT + RT (Xbox 360)/L2 + R2 (PS3)

Sindel's X-Ray travels deceptively far (almost half-screen distance) and hits low. This means if Sindel has an X-Ray built up and an opponent isn't crouching within a little less than half-screen distance, they're most likely going to lose some life. This can also be used as an almost guaranteed anti-air.

FINISHING MOVES

MIGRAINE



Away, Toward, Down, Toward, 1 (sweep distance)

MOUTHFUL

Away, Toward, Up, 2

STAGE FATALITY

Down, Down, Down, 1

BEST MATCHUP

Sindel's best matchup is probably against Sheeva. Sheeva is so tall that it's hard for her to get out of the way of the Air Fireball. The more Fireball abuse, the more meter gets built, and when that happens, the chances of Sindel landing an X-Ray go through the roof thanks to it being a clean counter for Sheeva's Jump Stomp. Beyond the keep-away game, Sindel can also give Sheeva hell up close. Comboing chains into Hover Cancels take Sheeva out of the loop big-time, and she can't pinpoint when she should try to retaliate or with what. Sindel is in the driver's seat in this matchup, no question.

WORST MATCHUP

Sindel's worst matchup is probably with Nightwolf. Sindel at her best is airborne, throwing projectile after projectile. Nightwolf's Reflect throws this game plan out the window and allows him to Launch Multi Arrows, Lightning, and Thunder Storms at Sindel without much incident. Sindel has to inch her way close to Nightwolf and pick her shots, but you risk being caught coming forward by the Eclipse Kick. Nightwolf wins this matchup very comfortably.

SMOKE



BIO

Originating from Prague, Tomas Vrbada was recruited by the Lin Kuei for his impressive ability to escape capture. Able to transform into a wisp of smoke, his talent has proved useful on countless missions. Smoke has no memory of his childhood. His only family is the Lin Kuei, more specifically the younger Sub-Zero, who is like a brother to him. It has been Smoke's hope that through the Lin Kuei he will discover his past—and the origin of his power.

GENERAL STRATEGIES

Smoke's big damage stems from his Smoke Cloud, which can be followed up with well-timed juggles or a simple jump kick to Air Throw combo. Smoke Cloud is very fast and tracks an opponent where they are at on the screen at the time; luckily for opponents, they can block it high. Smoke's 3, 2 chain combo is easily followed by dashing up attacks, Smoke Cloud into jump kick/air throw, or other wild follow-ups. If an opponent is catching on to habitual Smoke Away teleports behind them, you can perform an enhanced Shake, which as a parry lasts for around five seconds and counters everything, including projectiles and throws. Bread-and-butter basic combos stem from a combo starter into a 3, Down + 1, 2 chain combo that can be followed up twice with the same combo, but before the last hits, you can utilize a jump kick into Air Throw.

CHARACTER TIER PREVIEW

	Total Wins	Baraka	Cyber Sub-Zero	Cyrax	Emac	Jade	Jax	Johnny Cage	Kabal	Kano	Kitana	Kung Lao	Liu Kang	Mileena	Nightwolf	Noob	Quan Chi	Raiden	Reptile	Scorpion	Sektor	Shang Tsung	Sheeva	Sindel	Smoke	Sonya	Stryker	Sub-Zero	Kratos
Smoke	153	7	7	6.5	5	6	5.5	5	5	5.5	6	4.5	5	5	4	5.5	7	4	6	5.5	6	4.5	7	6	X	6	6	5.5	7

BASIC MOVES

JAW CHOP



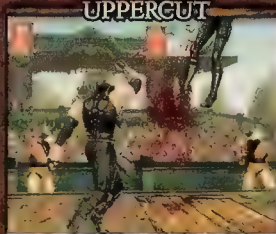
Away + 1

HOOK KICK



Away + 3

UPPERCUT



Down + 2

SWEEP



Away + 4

SPIN KICKS



Toward + 4

CHAIN COMBOS

ABLAZE



1, 1, 2

SMOLDERING



1, 3

RED HOT



Away + 1, 4

REKINDLE



2, 1, 4

COMBUSTION



3, Down + 1, 2

The second hit of this chain hits overhead.

FAST TAGS (TAG MODE ONLY)

ASHES TO ASHES



3, Down + 1, 2, Tag

This pops the opponent up, leaving them vulnerable to any attacks from the character being tagged in.

DUST TO DUST



3, 2, Tag

This pops the opponent up, leaving them vulnerable to any attacks from the character being tagged in.

TAG COMBOS (TAG MODE ONLY)

INCINERATE



1, 1, Tag

IMMOLATION



2, 1, Tag

IGNITE



3, Down + 1, Tag

SPECIAL MOVES

SHAKE



Away, Toward, 1 (hold 1 to charge)

This acts as a parry and works only on projectiles. It can parry projectiles from up to full screen.

SMOKE CLOUD



Down, Away, 2

This is one of the best projectiles in the game. It can be comboed off of chains such as 2, 1, and Away + 2, 3.

AIR THROW



Throw in air

This is ideal to use as a juggle ender, preferably after a jump kick.

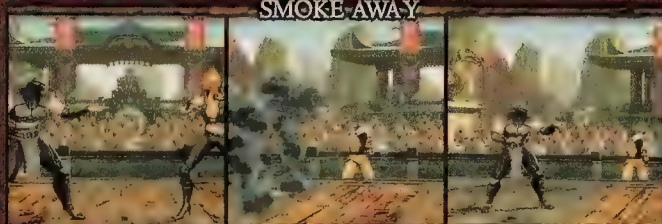
TELEPORT



Down, Away, 4 (can be done in the air)

This is the second fastest Teleport (next to Raiden's), and Smoke shouldn't be afraid to abuse it!

SMOKE AWAY



Toward, Away, 3

This move goes through projectiles.

SMOKE TOWARD



Away, Toward, 3

ENHANCED MOVES

The following moves use one bar of super meter.

VIBRATION



Away, Toward, 1 + Block

This move is great against an aggressive opponent. It parries projectiles, regular moves, and throws. The longer you keep someone at bay, the more excited they are going to be when they step up front.

VANISH



Down, Up, 3 + Block

This turns Smoke completely invisible as opposed to partially invisible like the normal version.

SMOKE BOMB



Down, Away, 2 + Block

This works just like the Smoke Cloud but with bigger radius of smoke.

SMOKEPORT



Down, Away, 4 + Block (can be done in the air)

This adds another attack for added flash when you end your combos.

PHASE AWAY



Toward, Away, 1 + Block

The normal version goes through projectiles. This version goes through everything.

PHASE TOWARD



Away, Toward, 1 + Block

WAKE-UP MOVES

SHAKE (ACTS AS A PARRY)



Away, Toward, 1 (hold 1 to charge)

INVISIBILITY



Down, Up, 3

SMOKE-AWAY



Toward, Away, 3

SMOKE TOWARD



Away, Toward, 3

INTERMEDIATE COMBOS

COMBO A (4 HITS)



2, 1, Smoke Teleport

COMBO B (6 HITS)



Jump Punch, 2, Smoke Cloud, Uppercut

COMBO C (6 HITS)



3, Down + 1, 2, Jump Kick, Smoke Teleport

EXPERT COMBOS

COMBO A (8 HITS)



Jump Punch, Away + 2, 3, Smoke Cloud, Jump Kick, Smokeport

COMBO B (8 HITS)



Jump Punch, 2, 1, Smoke Cloud, Neutral Jump Punch, Jump Kick, Air Throw

COMBO C (11 HITS)



Jump Punch, 3, Down + 1, 2, Dash in, 3, Down + 1, Smoke Bomb, Jump Kick, Air Throw

X-RAY ATTACKS

This attack uses three bars of Super Meter.

BURN-OUT



3 + 4 + Block Simultaneously OR LT + RT (Xbox 360)/L2 + R2 (PS3)

Smoke's X-Ray is similar to Sub-Zero's in that it's chargeable and you can dash out of it (by holding the Punch button and hitting Toward, Toward or Back, Back). You can land it after Smoke's 3, Down + 1, 2 chain and even as an anti-air that hits from the other side!

FINISHING MOVES

SMOKED OUT



Away, Toward, Away, Toward, 1 (sweep distance)

TREMOR

Away, Away, Down, Toward, 2

STAGE FATALITY

Forward, Up, Up, 1

BEST MATCHUP

Smoke's best matchup may be against Quan Chi. Quan Chi can't last 10 seconds in a firefight with Smoke due to the speed of the Smoke Cloud; therefore, Quan Chi's next objective should be to counter Smoke's Smoke Cloud with a well-timed Skydrop. Not happening. In the event that Quan Chi is already airborne and ready to hit Smoke with the Jump Stomp, Smoke can Teleport completely out of danger. Sometimes he can even counter the Jump Stomp with the Teleport Punches, depending on how late the song is.

WORST MATCHUP

Smoke's worst match is probably against the god of thunder, Raiden. Smoke can't keep Raiden at bay with the Smoke Cloud. It's just not a possibility. What Smoke wants to do is get enough meter to perform a Vibration attack when Raiden teleports behind him (since Raiden generally likes to mount offense as soon as he appears behind an opponent). If he can get a couple bars of meter without having to use it for a breaker, then Smoke can win. If not, Raiden will almost certainly win with high-damaging combos.

SONYA



EVO

As a girl, Sonya idolized her father, a U.S. Marine. When he embarked on a covert operation and never returned, she vowed to honor his memory. She joined the Marines and pushed herself hard, quickly rising in rank. Sonya's impulsiveness didn't win her many friends, but her skills and loyalty gained the respect and admiration of all who fought beside her. Though she has never given up her quest to uncover the truth behind her father's disappearance, she realizes that she might never see him again. Now Sonya finds herself caught up in the mysterious Mortal Kombat tournament. Like her father, she, too, could become a casualty of war.

GENERAL STRATEGIES

Sonya's Air Drop (think Air Dive Kick) can be used as a combo starter and is extremely quick. However, do not incessantly do this move because it can be blocked, and Sonya can be punished afterward. In addition, everything done after Sonya's Military Stance can all be blocked low, so there aren't any suitable high/low mix-ups for her. Sonya's best starter pop-up combo is Away + 2, 1, Toward + 2 with the second hit hitting mid. She can deal some pretty hefty damage off it with low-blocking opponents being caught with the second hit if they are not looking out for it.

A great tool for Sonya is her ability to use an X-Ray Attack off of any juggle. Sonya can handle projectile wars with her Energy Ring Blast, and the enhanced version of this move can't be ducked. Besides having one of the top uppercuts in the game, Sonya can also use her Arc Kick and Leg Grab, which are useful as decent anti-airs, especially on wake-up. Players will have trouble with her Kartwheel because it hits as an overhead, allowing Sonya to begin a crazy amount of juggles or to set up her X-Ray Attack.

CHARACTER TIER PREVIEW

	Total Wins	Baraka	Cyber Sub-Zero	Cyrax	Ermac	Jade	Jax	Johnny Cage	Kabal	Kano	Kitana	Kung Lao	Liu Kang	Mileena	Nightwolf	Noob	Quan Chi	Raiden	Reptile	Scorpion	Sektor	Shang Tsung	Sheeva	Sindel	Smoke	Sonya	Stryker	Sub-Zero	Kratos
Sonya	134	6	6	5.5	5	5.5	5	4.5	4.5	4.5	4.5	4	5	5	4.5	4.5	6	4	5	5	5.5	4	6	5	4	X	5	4.5	6

BASIC MOVES

BACKFIST



Toward + 2

HOOKSHOT



Away + 2

SPIN-KICK



Away + 3

SWEEP



Away + 4

UPPERCUT



Down + 2

HEEL BASH



Toward + 4 This attack hits overhead.



MILITARY STANCE



Down, Away + 2
You can cancel out of
this move by dashing
toward or away.

POWER KNEE



3 (from Military Stance)



DOUBLE KICK



4 (from Military Stance)



SHOULDER



1 (from Military Stance)



KNOCKDOWN



2 (from Military Stance)



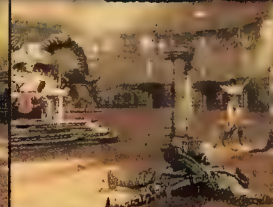
DASH PUNCHES



Toward + 1 (from Military Stance)



TACKLE



1 + 3, then 2 + 1 (from Military Stance) This attack hits overhead.

LIFT OFF



Away + 2 (from Military Stance) This move is a pop-up.

HIT THE DECK



Away + 4

CHAIN COMBOS

ADVANCE FORCE



1, 1, 2

FIERCE ASSAULT



1, 1, 3

DROP ZONE



2, 1, Away + 3

GROUND CONTROL



2, 1, Away + 4

POWER RUSH



Toward + 2, Away + 2, 4 The last hit of this chain hits overhead.

MESS HALL



Away + 2, 1, Toward + 2

PLAY TIME



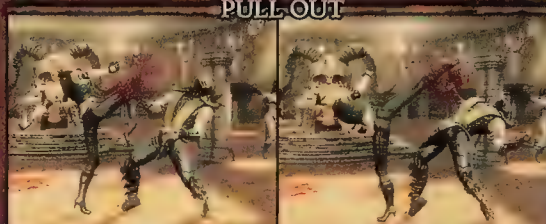
3, 1, 2

BEAT UP



3, 1, 4

PULL OUT



4, 4

FAST TAGS (TAG MODE ONLY)

SWITCH OFF



Away + 2, Tag (from Military Stance)

FATAL KISS



Down, Away, 1, Tag

WINDMILL



Down, Toward, 3, Tag

This pops the opponent up, leaving them vulnerable to any attacks from the character being tagged in.

TAG COMBOS (TAG MODE ONLY)

LICK MY BOOTS



1, 1, Tag

SPECIAL FORCED



2, 1, Tag

TOUGH LOVE



Toward + 2, Away + 2, Tag

HONORABLE DISCHARGE



3, 1, Tag

SPECIAL MOVES

ENERGY-RING-BLAST



Away, Toward, 2

A projectile with pretty good speed, enabling Sonya to keep up in a firefight against almost anyone.

LEG GRAB



Away, Toward, 4

This move makes for a great combo or juggle ender. It's best not used by itself due to the very long recovery time.

KART-WHEEL



Down, Toward, 3

This move pops the opponent up, and you can combo it off of any chain.

KISS



Down, Away, 1

The classic we all know and love, this move staggers the opponent and leaves them open for a follow-up combo. Kiss has a pretty significant amount of wind-up before it hits the opponent. Because of that, Sonya can't combo into it. This is best used after landing a Sweep so that the opponent has no choice but to roll away or stand up directly in its line of fire.

ARC KICK



Down, Away, 4

AIR DROP



Down + 4 (while in the air)

This is a very quick air-to-ground attack that can act as a chain combo initiator (like a jump punch). If landed on an airborne opponent, it knocks them backward onto the floor and gives Sonya enough time to dash up and apply pressure as they wake up.

AIR THROW



Throw (while in the air)

This catches the opponent out of the air and slams them onto the ground. Air Throw is best used after her Lift Off attack from the Military Stance.

ENHANCED MOVES

The following moves use one bar of super meter.

RINGS OF JUSTICE



Away, Toward, 2 + Block

This move shoots two rings instead of one, with the second one hitting low. This is one of the best moves in the game in a clutch situation from a distance.

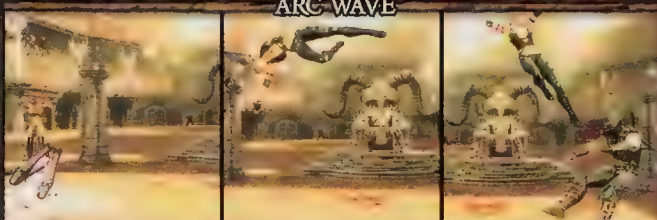
KRAZY LEGS



Away, Toward, 4 + Block

This functions just like the Leg Grab only with an extra slam for added flair and more damage.

ARC WAVE



Down, Away, 4 + Block

This works like the regular version, just with added damage.

KART-WHEEL-BASH



Down, Toward, 3 + Block

Same as the normal Windmill, just with added damage.

DEADLY KISS



Down, Away, 2 + Block (hold 2 to charge)

You can cancel out of this version of Kiss by dashing toward or backward. Train your opponent to fear Kiss by performing Sonya's chain combos into it; then when they least expect it, dash out of a Deadly Kiss and either throw them, jump over them, or start another chain combo.

AIR STRIKES



Down + 4 + Block (while in the air)

This move does significantly more damage than its normal version, but you cannot initiate a chain combo off of it, as it causes a stagger reaction.

WAKE-UP MOVES

LEG GRAB



Away, Toward, 4

ARC KICK



Down, Away, 4

KARTWHEEL



Down, Toward, 3

INTERMEDIATE COMBOS

COMBO A (4 HITS)



1, 1, 4, Energy Ring Blast

COMBO B (5 HITS)



Military Stance, Away + 2, Neutral Jump Punch, Jump Kick, Sonya Air Throw

COMBO C (5 HITS)



3, 1, 2, Leg Grab

EXPERT COMBOS

COMBO A (7 HITS)



Jump Punch, 3, 1, dash in, 1, 1, 4, Energy Ring Blast

COMBO B (8 HITS)



Jump Punch, Air Drop, 2, 1, Military Stance, 3, Dash in, ducking 1, Crazy Legs

COMBO C (12 HITS)



Jump Punch, Air Drop, 2, 1, Kartwheel, Dash in, 1, 1, Dash in, 1, 1, 4, Arc Wave

X-RAY ATTACKS

This attack uses three bars of Super Meter.

SF-BEAT-DOWN



3 + 4 + Block Simultaneously OR LT + RT (Xbox 360)/L2 + R2 (PS3)

Sonya's X-Ray Attack is best used in the middle of a chain combo. Using it in a juggle is a little risky due to its tendency to whiff the fourth hit, which is required to initiate the entire X-Ray sequence. It does pretty good damage and makes for a great wake-up attack.

FINISHING MOVES

SCISSOR SPLIT



Down, Down, Away, Toward, 1 (one jump distance away)

KUT-THROAT

Down, Away, Toward, Back, 4

STAGE FATALITY

Away, Toward, Down, 2

BEST MATCHUP

Not unlike her Special Forces teammate Jax, Sonya is a very in-your-face type of character who can apply an almost suffocating pressure that can overwhelm an opponent. Sheeva is one character who has a very hard time getting Sonya off of her once she's in close quarters. With the ability to go low, throw, or start another chain combo off of a Military Stance dash cancel, this matchup can leave Sheeva guessing when to let go of block. Sheeva's moves are too slow to break Sonya's offensive momentum, and not only can Sonya perform an Air Drop on reaction to her Ground Pound, but also her Arc Kick counters Sheeva's Jump Stomp clean. If you've ever been to a picnic and encountered a bee that just won't leave you alone while you try to eat, you know precisely how Sheeva feels when matched up against Sonya.

WORST MATCHUP

Sonya can match up well with almost anyone, but one character who can annoy her to no end is the Shaolin warrior Kung Lao. Sonya is best when she's inside working an aggressive offense, keeping the opponent guessing where she's going to attack. Kung Lao has a direct solution to this dilemma by way of his Spin attack. This shuts down all close-quarters offense Sonya can initiate and makes her want to keep some distance. Once a distance is established, Kung Lao can lay a Ground Hat on the floor and use it as backup to mount his own offense. He can also perform his Dive Kick to counter Sonya's Energy Rings on reaction from a distance. Sonya's goal for victory over Kung Lao is to bait him into performing a Spin and punish it. However, this is easier said than done. This is an outright frustrating matchup for Sonya.

STRYKER



BIO

One of New York City's finest, Stryker is a one-man SWAT team. He was once decorated for single-handedly thwarting the terrorists in the famous Greenberg Tower Incident, and again for rescuing passengers of a speeding cross-town bus rigged to explode. He was unprepared, however, for the magical portal that spewed forth creatures from another realm—a realm he didn't even know existed. So far, his kombat training has gotten him through the first wave of creatures. It'll take more than rocket-launching Tarkatans to stop this die-hard cop.

GENERAL STRATEGIES

At first glance, Stryker looks to be slow and useless due to his low volume of moves, but one move can make a character, and in this case, Gun Shot's ability to fake out foes and it's ability to reach the opposite end of the screen make Stryker a tough character to read—the bullets do not appear in the middle of the screen; they appear only as your opponent is getting hit. This allows Stryker a ton of time to confuse you, causing you to guess and make crucial mistakes that inexperienced players will not be able to overcome. Stryker's Away + 1, 2, 2 pop-up sets up multiple juggles, including an "old school" combo that *Ultimate Mortal Kombat 3* players will fondly remember. He can also combo his Roll Toss from many of his juggle setups, including a decent setup from a Low Attack (Away + 3, 2).

CHARACTER TIER PREVIEW

	Total Wins	Baraka	Cyber Sub-Zero	Cyrax	Ermac	Jade	Jax	Johnny Cage	Kabal	Kano	Kitana	Kung Lao	Liu Kang	Mileena	Nightwolf	Noob	Quan Chi	Raiden	Reptile	Scorpion	Sektor	Shang Tsung	Sheeva	Sindel	Smoke	Sonya	Stryker	Sub-Zero	Kratos
Stryker	133.5	4.5	6	5.5	4.5	5.5	5	4	4.5	5.5	5	4.5	4	4.5	4.5	5	6	4	5.5	4.5	5.5	4	6	5.5	4	5	X	5	6

BASIC MOVES

CROSS-HOOK



SWEEP



UPPERCUT



BATON TWIRL



CHAIN COMBOS

COP OUT



DISPATCHED



BEATDOWN



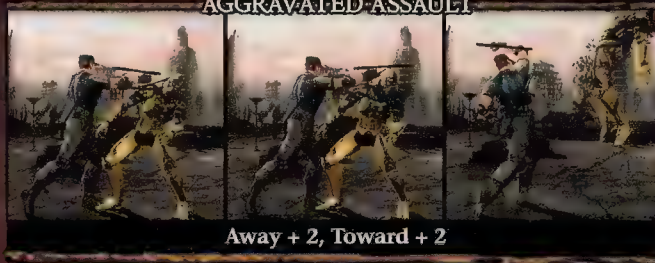
PAIN PATROL



THE HEAT



AGGRAVATED ASSAULT



SPREAD 'EM



Away + 1, Away + 4

COME WITH ME



Away + 3, 2 The second hit of this chain hits overhead.

FAST TAGS (TAG MODE ONLY)

SERVE AND PROTECT



Away + 1, 2, 2, Tag

This pops the opponent up, leaving them vulnerable to any attacks from the character being tagged in.

REMAIN SILENT



Away + 2, Toward + 2, Tag

This pops the opponent up, leaving them vulnerable to any attacks from the character being tagged in.

AFFIRMATIVE



Away + 3, 2, Tag

This pops the opponent up, leaving them vulnerable to any attacks from the character being tagged in.

TAG COMBOS (TAG MODE ONLY)

WE AIM TO PLEASE



1, 1, Tag

OFFICER-FRIENDLY



Away + 1, 2, Tag

DON'T MOVE!



2, 3, Tag

ASSAULT AND BATTERY



Away + 2, Tag

SPECIAL MOVES

HIGH GRENADE TOSS



Down, Away, 2

Use this when you think your opponent wants to jump at you.

LOW GRENADE TOSS



Down, Away, 1

One of the slowest projectiles in the game, yet it still manages to hit its target. The arc of the Low Grenade Toss is such that it's hard to jump over, yet difficult to get under.

BATON SWEEP



Down, Away, 4

This is a somewhat slow but gratifying move that is best done in the middle of a chain combo.

GUN SHOT (CAN BE HELD OR DASH CANCELED)



Away, Toward, 1

This is technically the fastest projectile in the game and is a great zoning tool. A nice function of this move is the ability to dash cancel out of it by holding the Punch button and dashing forward or backward to break out of it.

ROLL-TOSS



Away, Toward, 4

This works great in projectile wars, as it goes under almost anything thrown from a distance.

ENHANCED MOVES

The following moves use one bar of super meter.

BATON-BASH



Down, Away, 4 + Block

This functions like the normal version just with a very gratifying extra hit for more damage.

DOUBLE GRENADE-TOSS(HIGH)



Down, Away, 2 + Block

This makes it twice as hard to jump over the grenades.

DOUBLE GRENADE-TOSS(LOW)



Down, Away, 1 + Block

BANG-BANG



Away, Toward, 1 + Block

This version of the Gun Shot is great for juggling! Perform this after landing Stryker's Away + 1, 2, 2 combo and see how you feel.

ROLL-OUT



Away, Toward, 4 + Block

This works just like the normal version, just with extra damage.

WAKE-UP MOVES

ROLL TOSS



BATON SWEEP

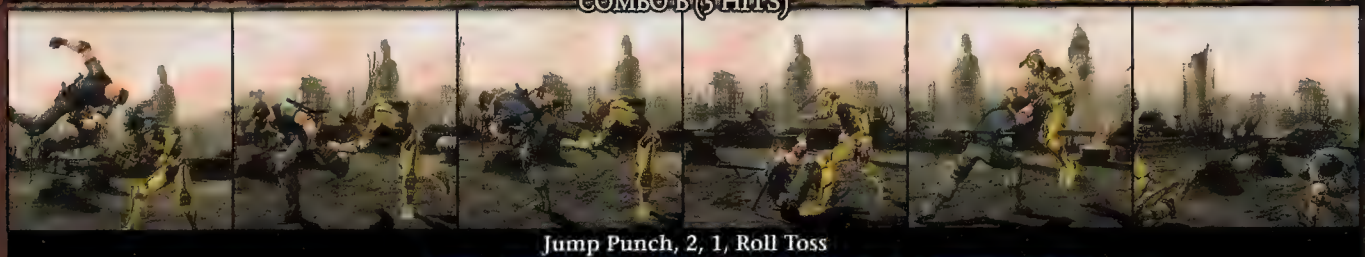


INTERMEDIATE COMBOS

COMBO A (4 HITS)



COMBO B (5 HITS)



COMBO C (5 HITS)



EXPERT COMBOS

COMBO A (8 HITS)



Jump Punch, Away + 2, Toward + 2, Dash in, 2, 3, 2

COMBO B (11 HITS)



Away + 3, 2, Dash in, 1, 1, Bang Bang, Dash in, 1, Roll Out

COMBO C (16 HITS)



Away + 1, 2, 2, Gun Shot, Dash in, 1, Bang Bang, Dash in, 1, 1 Bang Bang

X-RAY ATTACKS

This attack uses three bars of Super Meter.

BUSTED



3 + 4 + Block Simultaneously OR LT + RT (Xbox 360)/L2 + R2 (PS3)

Stryker's X-Ray doesn't have a lot of range or a lot of ways to land it. But he makes up for it with its damage output. One juggle combo that this X-Ray can be used in is Away + 1, 2, 2, Dash in, 1, 1, X-Ray. Another way to use it is as an anti-air. It's not a sure thing, but it can suck people out of the air.

FINISHING MOVES

TIME SERVED



Toward, Down, Toward, 3 (sweep distance)

HAVE A BLAST

Down, Toward, Down, Toward, Block

STAGE FATALITY

Forward, Up, Up, 4

BEST MATCHUP

Stryker's best matchup is against Sheeva. Stryker can keep the Shokan warrior at bay with the Gun Shot used in moderation with his Low Grenade Toss. Sheeva's size makes it hard for her to get over the bullets. If Sheeva gets into closer range, then Stryker can cancel out of the Gun Shot and attack her in efforts to land a combo to put her back at full-screen distance. Rinse and repeat.

WORST MATCHUP

Stryker's worst matchup is Shang Tsung. Even though Stryker's Gun is good enough to trade projectiles with Shang, Shang still walks away with his hand raised. In this matchup, the Triple Skull is Shang's best friend, not the Ground Skulls. Stryker can trade hits with a Far Ground Skull, and Shang won't be able to juggle him off of them because he'll be stuck in a brief stagger reaction from taking a bullet to the face. With Shang using his horizontal projectiles a bit more than usual in this matchup, he'll expect Stryker to land a Roll Out. When Stryker goes for it, Shang Tsung can perform a Soul Steal on reaction. Shang just has more to work with in this bout.

SUB-ZERO



BIO

An assassin of the Lin Kuei clan, Kuai Liang commands the power of ice and cold. Unlike other members of his clan, he and his older brother, Bi-Han, were abducted as children by the Lin Kuei and trained in the techniques of assassination throughout their lives. Though his code name is Tundra, he has now assumed the mantle of Sub-Zero to honor his brother after Bi-Han's mysterious death. With the help of his fellow Lin Kuei Smoke, Sub-Zero tirelessly hunts the one who killed his brother.

GENERAL STRATEGIES

You can play hundreds of matches in *Mortal Kombat*, but the one character who is most likely to "time out" the game at high-level play (two-player game where the timer runs out) is Sub-Zero. Ice Clone is his main setup, slowing down the game considerably because opponents are wary to jump at him based on the probability of combo setups. Standard Ice Clones stay on the screen for three seconds, whereas the enhanced version (which requires one bar of Super Meter) stays out for five seconds. Sub-Zero's corner combos are ludicrous, and once he leads you into the corner, you will have a hard time getting out. Standing 2 is an annoying juggle starter that leads you to believe you are helpless in a fight in getting close to him, and Subby's Slide has near complete invincibility around his body when he is sliding at you, making it a very unorthodox-looking anti-air.

CHARACTER TIER PREVIEW

	Total Wins	Baraka	Cyber Sub-Zero	Cyrax	Ermac	Jade	Jax	Johnny Cage	Kabal	Kano	Kitana	Kung lao	Liu Kang	Mileena	Nightwolf	Noob	Quan Chi	Raiden	Reptile	Scorpion	Sektor	Shang Tsung	Sheeva	Sindel	Smoke	Sonya	Stryker	Sub-Zero	Kratos
Sub-Zero	133.5	5.5	6	5	4.5	4.5	5	5	5	5.5	5	4.5	5	5.5	4	4.5	6	4	4.5	5	5	3	6	4.5	4.5	5.5	5	X	6

BASIC MOVES

SWIPE



Away + 1

UPPERCUT



Down + 2

BIG LEG



Toward + 4

This move hits overhead.

SWEEP



Away + 4

FORCE CLAWS



Away + 2

By holding Attack 2 when doing this move, you can charge it for two seconds, resulting in an unblockable freeze attack. You can also cancel out of it by performing a forward or backward dash at any point during the charge. This attack by itself with no charge hits overhead.

CHAIN COMBOS

FROSTY



1, 1

COLD FEET



1, 3, Toward + 4 The third hit of this chain hits overhead.

ARCTIC BLAST



1, 3, Away + 4 The third hit of this chain hits low.

ICE PICK



Away + 1, 2, 1 The second hit of this chain hits overhead.

ICE COLD



Away + 1, 2, 4 The second hit of this chain hits low and the third hits low.

FROST BITTEN



2, 1, 2

SUB-ZERO

ICES UP



2, 1, 4

TUNDRA SLICE



Toward + 4, 2 + 1

The first hit of this chain hits overhead.

CHILL OUT



3, Toward + 4

The second hit of this chain hits overhead.

WINTER BLADE



2, 2, 2 The third hit of this chain hits overhead.

COLD STEEL



2, 2, 4

FAST TAGS (TAG MODE ONLY)

ABSOLUTE ZERO



2, 1, Tag

TAG COMBOS (TAG MODE ONLY)

FREEZER BURN



1, 3, Tag

ARCTIC ASSAULT



ABILITY TO FREEZE



SPECIAL MOVES

ICEBALL



SLIDE



This move has pretty good speed and travels almost full screen. It also hits low and goes under just about any normal projectile. It also makes for a great combo ender.

ICE CLONE



This move stays active for three seconds. Great for controlling space.

ICE PUDDLE



This is a fairly hard move to land by itself, but not if you can make your opponent want to block low most of the time.

ENHANCED MOVES

The following moves use one bar of super meter.

ICEBEAM



Down, Toward, 3 + Block

This version of the Iceball covers the complete length of the screen, making it impossible to jump over. In addition, it freezes the opponent for a longer duration, making it easier to catch up to a frozen opponent from afar.

GROUND FREEZE



Down, Away, 3 + Block

This version of the Ice Puddle reaches full-screen distance and freezes you for a longer duration when connected. Due to the relative slow speed it takes for the entire floor to become frozen, it's fairly easy to react to and jump away from. However, when you couple it with the Ice Clone, you can create situations in which your opponent will not want to jump at all. Use those two moves in conjunction with each other and it becomes easier and easier to land the Ground Freeze.

ICE STATUE



Down, Away, 1 + Block

This version of the Ice Clone has the same benefits of the normal version but stays active for a whopping five seconds instead of three.

POWER SLIDE



Away, Toward, 4 + Block

This version of the Slide gives you an extra hit and more damage. Not only is it a great combo ender (like the normal Slide), but also when landed, it knocks the opponent to the opposite side of the screen. Use it to turn the tides when cornered.

WAKE-UP MOVES

SLIDE



Away, Toward, 4

X-RAY ATTACKS

This attack uses three bars of Super Meter.

DEEP-FREEZE



3 + 4 + Block Simultaneously OR LT + RT (Xbox 360)/L2 + R2 (PS3)

This X-Ray Attack travels almost full screen, and you can combo it off of any standing attack hit or any hit of any chain combo. This X-Ray is also unique in that you can charge it for up to five seconds by holding Block after you've activated the X-Ray. This attack is different from other characters' X-Ray Attacks in that Sub-Zero can cancel out of it by dashing forward or away during the charge, not unlike his Force Claw move.

INTERMEDIATE COMBOS

COMBO A (4 HITS)



Ice Puddle, Away + 1, 2, 1

COMBO B (5 HITS)



2, 2, Iceball, Toward + 3, 4

COMBO C (6 HITS)



1, Iceball, 2, 1, 4, Slide

EXPERT COMBOS

COMBO A (8 HITS)



Jump Punch, Away + 1, 2, Iceball, 2, 2, 4, Slide

COMBO B (8 HITS)



Toward + 4, Iceball, neutral Jump Punch, Dash, 2, 1, 2, 2, 2

COMBO C (9 HITS)



2, 1, Ducking 1, Ice Beam, Jump Punch, Dash, 2, 2, Power Slide

FINISHING MOVES

HAVE AN ICE DAY



Away, Toward, Down, Toward, 4 (sweep distance)

SPINAL SMASH

Down, Away, Down, Toward, 2

STAGE FATALITY

Forward, Down, Away, 2

BEST MATCHUP

Sub-Zero's best matchup is Sheeva. The Ice Clone is the bane of Sheeva's existence in this bout. It freezes her Jump Stomp (she lands right on top of it) and forces her to use her Fireball and Ground Pound. The problem is that her Fireball and Ground Pound have such slow animation that Sub-Zero can chuck the Iceball at his leisure and be confident that it will eventually trade with whichever special move she does (before her animations recover). Also, since Sheeva has no way to get past the Ice Clone, Sub-Zero can play the role of the aggressor, bullying his way forward using his Ice Clone as backup. Once he's backed her near the corner, the Ice Clone followed by a Ground Freeze puts her into an almost no-win situation. This is a match in which Sub-Zero can be as liberal as he wants with his special moves. It is definitely one of the most annoying experiences in the game for Sheeva players.

WORST MATCHUP

Sub-Zero's worst matchup is Nightwolf. One of Sub-Zero's strengths is the ability to use his Ice Clone as a force field in order to throw his Iceball without any worry of it getting jumped over. With Nightwolf, that game plan doesn't work. If Sub-Zero does an Ice Clone, Nightwolf can reflect an Iceball, and he can perform an enhanced Lightning attack to force Sub-Zero to jump away (since the Lightning is unblockable). Once Sub-Zero is apprehensive about throwing the Iceball, Nightwolf can capitalize on it with his own projectile game. This forces Sub-Zero to come forward instead of being defensive, and when that happens, Nightwolf is at liberty to catch him coming forward with his Power Charge. Overall, this is an uncomfortable match for Sub-Zero due to his special moves having no relevance at a high level. It's an uphill battle that requires Sub-Zero to think outside of the box in order for him to be successful.

KOMBAT CODES & UNLOCKABLES

KOMBAT CODES



During the Versus screen before a match, pressing Attacks 1, 2, and 4 on your controller or joystick correspond to the following code chart. Press the corresponding buttons the correct number of times listed for each player.

In order to properly enter the Kombat Codes please read the following example:

If the Kombat code for Player 1 is 466, then Player 1 must press Attack 1 four times, Attack 2 six times, and Attack 4 six times. For Kombat Codes that call out for "0", don't press the corresponding Attack button at all and instead move on to the next number in the code sequence.

Player 1 and Player 2 Codes will not always be the same, so keep a close eye on both Codes when playing with a friend.

Kombat Codes

#	P1	P2	Code Name	Description
1	4,6,6	4,6,6	Unlimited Super Meter	Super Meter never depletes.
2	0,1,0	0,1,0	Throwing Encouraged	This prints out messages whenever a throw is performed.
3	1,0,0	1,0,0	Throwing Disabled	Disables all throws.
4	0,2,0	0,2,0	Blocking Disabled	Blocks are disabled.
5	4,0,4	4,0,4	Powerbars Disabled	Hide the powerbars and Super Meters.
6	3,0,0	3,0,0	Silent Kombat	Mute all sounds.
7	3,0,3	3,0,3	Quick Uppercut Recovery	Set Breakout for all uppercuts to be 3 to 5 frames after the impact frame.
8	0,2,2	0,2,2	Dark Kombat	Fades everything out to pitch-black and back over some interval.
9	7,0,7	7,0,7	Psycho Kombat	Dark Kombat, infinite Super Meter, fast uppercut recovery.
10	2,2,7	2,2,7	Explosive Kombat	Only works in Tag matches. When player dies, they explode.
11	7,1,7	3,1,3	Random Phrase 1	"Don't defend in a temple corrupted with shadow..."
12	4,4,8	8,4,4	Random Phrase 2	"The krypt walls hold secrets..."
13	1,2,2	2,2,1	Random Phrase 3	"What lurks at the bottom of the pit?"
14	0,0,9	9,0,0	Random Phrase 4	"?SUNOB YTSAOT"
15	5,5,0	0,5,5	Random Phrase 5	"Who hides in the forest?"
16	0,3,1	1,3,0	Random Phrase 6	"Motaro Transformation?"
17	2,8,2	2,8,2	Random Phrase 7	"She waits for you at the top of the tower..."
18	1,2,3	9,2,6	Random Phrase 8	"Thanks for karing!"



#	P1	P2	Code Name	Description
19	1,1,0	0,0,0	Player 1 Half Health	Player 1 starts with 50% health.
20	0,0,0	1,1,0	Player 2 Half Health	Player 2 starts with 50% health.
21	0,4,4	4,4,0	Sans Power	Start on danger.
22	0,1,2	0,1,2	Health Recovery	Slowly regain health over time.
23	0,9,1	0,9,1	Hyper Fighting	Movement speed increase.
24	3,9,1	1,9,3	Double Dash	Dashes go 2x farther.
25	8,3,1	8,3,1	Jumping Disabled	Can't jump.
26	7,3,1	7,3,1	Specials Disabled	All specials and enhanced specials are disabled.
27	9,3,1	9,3,1	Kombos Disabled	Disables all 2 in 1's and all chain combos.
28	0,9,0	0,9,0	No Breakers	Disables the ability to perform combo breakers.
29	9,0,0	9,0,0	No Blood	Disables blood, fatalities, etc.
30	6,6,6	6,6,6	Zombie Kombat	Zombie effect on both players.
31	0,0,1	0,0,1	Disable Foreground Elements	Hides all foreground objects for selected background.
32	4,2,4	4,2,4	Vampire Kombat	Everything drains health. Eyes glow blue.
33	1,2,3	1,2,3	Super Recovery	Slowly regain Super Meter over time.

#	P1	P2	Code Name	Description
34	7,7,0	7,7,0	Invisible Kombat	Randomly toggle each player from visible to invisible and back.
35	2,3,4	2,3,4	Rainbow Kombat	Blood color randomly changes during course of fight.
36	2,2,2	5,5,5	Dream Kombat	Enables the full-screen "dream" effect from Nightwolf Tower chapter.
37	9,1,1	9,1,1	Armless Kombat	Players start with both arms dismembered.
38	8,0,8	8,0,8	Headless Kombat	Players start match with head dismembered.
39	2,4,2	2,4,2	X-Rays Disabled	X-Rays are disabled.
40	0,5,1	1,5,0	Enhanced Moves Disabled	Enhanced moves are disabled.
41	1,1,1	1,1,1	Tournament Mode	Disables Toasty Bonus; disables foreground objects.
42	2,2,0	0,0,0	Player 1 Quarter Health	Player 1 starts with 25% health.
43	0,0,0	2,2,0	Player 2 Quarter Health	Player 2 starts with 25% health.
44	1,0,1	1,0,1	Klassic Music	Turns on legacy music for the stage.

Xbox 360 Achievements and PlayStation 3 Trophy Chart

Achievement/Trophy Names	Description	Xbox Pts.	Playstation®3 Points
Trophy 1: Halfway There!	Complete Story mode 50%	5	15
Trophy 2: Back In Time...	Complete Story mode 100%	20	30
Trophy 3: A For Effort	Complete Tutorial Mode	10	15
Trophy 4: Fatality!	Perform a Fatality!	5	15
Trophy 5: Block This!	Perform a 10-hit combo with any fighter.	10	15
Trophy 6: The Grappler	Perform every fighter's forward and backward throw in a fighting mode	10	15
Trophy 7: Where's the Arcade?	Complete Arcade Ladder with any fighter	10	15
Trophy 8: Arcade Champion	Complete Arcade Ladder with all fighters	40	30
Trophy 9: Finish What You Start	Perform a fatality with all playable fighters	60	30
Trophy 10: The Competitor	Complete 200 versus matches (online or offline)	30	30
Trophy 11: Ladder Master	Complete Arcade Ladder on max difficulty without using a continue	20	15
Trophy 12: Don't Jump!	Win a ranked online match without jumping	10	15
Trophy 13: What Does This Button Do?	Complete Arcade Ladder without blocking (allowed to continue)	10	15
Trophy 14: Tough Guy	Win an online match	10	15
Trophy 15: Robots Rule!	Win Arcade Tag Ladder with robot Sektor and Cyrax	10	15
Trophy 16: Outstanding	Win 10 ranked online matches in a row	60	30

Achievement/Trophy Names	Description	Xbox Pts.	Playstation®3 Points
Trophy 17: Cyber Challenger	Complete 100 online matches	20	15
Trophy 18: Wavenet	Win 100 total online matches	80	30
Trophy 19: Humiliation	Get a flawless victory in an online match	10	15
Trophy 20: You Will Learn Respect	Earn 1,000 Respect Points via King of the Hill matches	10	15
Trophy 21: Undertaker	Unlock 50% of the Krypt	20	15
Trophy 22: The Krypt Keeper	Unlock 100% of the Krypt	20	30
Trophy 23: There Will Be Blood	Spill 10,000 pints of blood	40	30
Trophy 24: License to Kill	Complete the Fatality Tutorial mode	20	15
Trophy 25: Ultimate Respect	Earn 2,500 Respect Points via King of the Hill matches	20	15
Trophy 26: There Can Only Be One	Win 10 King of the Hill Matches in a row	20	30
Trophy 27: Throws Are for Champs!	Perform eight throws in an online ranked match	20	15
Trophy 28: Turtle	Win both rounds with timer running out in an online ranked match	20	30
Trophy 29: I'm Not Dead Yet!	Comeback with under 10% health in an online ranked match	20	30
Trophy 30: Cold Fusion	Unlock hidden fighter "Cyber Sub-Zero"	20	15
Trophy 31: e-x-Cellent!	Successfully land every playable fighter's X-Ray in a fighting mode	10	15
Trophy 32: Luck Be a Lady	Get all MK dragons in Test Your Luck	10	15
Trophy 33: You've Got Style!	Unlock all alternate costumes	20	30
Trophy 34: Best...Alternate...Ever	Unlock Mileena's third alternate costume	10	15
Trophy 35: My Kung Fu Is Strong	Gain mastery of one fighter	20	30
Trophy 36: My Kung Fu Is Stronger	Gain mastery of all fighters	60	90
Trophy 37: I "Might" Be the Strongest	Complete all Test Your Might minigame challenges	20	15
Trophy 38: Dim Mak!	Complete all Test Your Strike minigame challenges	20	15
Trophy 39: These Aren't My Glasses!	Complete all Test Your Sight minigame challenges	20	15
Trophy 40: Tower Apprentice	Complete 25 tower missions	10	15
Trophy 41: Tower Master	Complete all tower missions	20	30
Trophy 42: Tag, You're It!	Perform and land a tag combo	10	15
Trophy 43: Complet-ality!	Perform one of each type of "-ality"		10
Trophy 44: Finish Him!	Perform any fighter's hidden finishing move	10	15
Trophy 45: Ultimate Humiliation	Perform every fighter's hidden finishing move	20	30
Trophy 46: Quan-Tease	Unlock hidden fighter "Quan Chi"	20	15
Trophy 47: You Found Me!	Discover and fight Hidden Kombatant 1 in Arcade Ladder	10	15
Trophy 48: Hide and Seek	Discover and fight Hidden Kombatant 2 in Arcade Ladder	10	15
Trophy 49: Pit Master	Discover and fight Hidden Kombatant 3 in Arcade Ladder	10	15
Trophy 50: Brotherhood of Shadow	Discover and fight Hidden Kombatant 4 in Arcade Ladder	20	30
PS3 only Platinum Trophy			Unlock All Trophies

CHARACTER TIER CHART

The chart below lists the expected matchup results between two expert level players. To read the chart, begin with a character from the left column. Each number denotes how many wins that character can expect to obtain in a VS battle matchup with two players of equal skill using all of the possible tools and strategies each character has to offer. Wins are read horizontally for each character, losses are read vertically. The total number of wins for each character is listed on the first column. Matchups that have heavy disadvantages are in red, and heavy advantage based matchups are in green.

Please note that not every player will have the same results, this list was compiled with advantages and disadvantages for each matchup setting. Just because your character shows a loss ratio of 8-2 to another character, it does not mean that you will still lose to that character. Like other tier lists for fighting games, matchups are player dependent at times.

	Total Wins	Baraka	Cyber Sub-Zero	Cyrax	Ermac	Jade	Jax	Johnny Cage	Kabal	Kano	Kitana	Kung lao	Liu Kang	Mileena	Nightwolf	Noob	Quan Chi	Raiden	Reptile	Scorpion	Sektor	Shang Tsung	Sheeva	Sindel	Smoke	Sonya	Stryker	Sub-Zero	Kratos
Baraka	112	X	6	3.5	3	5	4	3	4	4	3.5	3.5	3.5	4	3	5	6	3	5	4	5	2.5	5.5	4.5	3	4	4.5	4.5	5.5
Cyber Sub-Zero	101	4	X	4	2	4	4	3	4	4	3.5	3	3.5	4	2	4.5	5	3	4	4	4.5	2	5	4	3	4	4	4	5
Cyrax	125.5	6	6	X	4	5.5	6	4	4.5	4.5	4.5	3	4.5	5	3	5	6	3.5	5	4.5	5	3	6	4	3.5	4.5	4.5	5	5
Ermac	154	6	6	6	X	6	6	5.5	5.5	5.5	6	4.5	5.5	5.5	5	6	4.5	5	5.5	6	4	6	5	5	5.5	5.5	5.5	6	
Jade	130.5	5	6	4.5	4	X	4.5	4	5	5	4.5	4	4.5	4.5	4	6	6	4	5	5	5	4	5	4	4.5	4.5	5.5	6	
Jax	131	6	6	4	4	5.5	X	4.5	4	4.5	4.5	4	5	5	4	6	6	4	4.5	5	5.5	3	6	4.5	4.5	5	5	5	6
Johnny Cage	155	6	6	6	4.5	6	5.5	X	5	5.5	5.5	5	5.5	6	5	6	5	5.5	5.5	6	4.5	6	5	5.5	6	5	5	6	
Kabal	145	6	6	5.5	4.5	5	6	5	X	5.5	5	4	5	5.5	4	6	6	4.5	5	6	6	4.5	5.5	5	5.5	5.5	5	6	
Kano	140.5	6	6	5.5	4.5	5	5.5	4.5	4.5	X	5	4	5	5	4.5	6	5	5.5	5	6	5	6	5	4.5	5.5	4.5	4.5	6	
Kitana	139	6	6	5.5	4	5.5	5.5	4.5	5	5	X	4.5	5.5	4.5	4	6	6	4	5	5	6	4	6	5	4	5.5	5	5	6
Kung lao	159	6	6	6	5.5	6	6	5	6	6	5.5	X	6	6	5	6	5	5.5	5.5	6	4.5	5	5.5	5.5	6	5.5	5.5	6	
Liu Kang	142	6	6	5.5	4.5	5.5	5	4.5	5	5	4.5	4	X	5.5	4	6	5	4.5	4.5	5	6	4.5	4.5	5	5	6	5	6	
Mileena	136.5	6	6	5	4.5	5.5	5	4	4.5	5	5.5	4	4.5	X	4	5	6	4.5	5	6	5.5	4	6	5	5	5	5.5	4.5	6
Nightwolf	158.5	6	6	6	5	6	6	5	6	5.5	6	5	6	6	X	4.5	5	5.5	5.5	6	4.5	6	6	6	5.5	5.5	6	6	
Noob	124.5	5	5.5	5	4	4	4	3.5	4	4	4	4	4	5	5.5	X	6	4	4.5	5	4.5	4.5	5	4	4.5	5.5	5	5.5	5
Quan Chi	103.5	4	5	4	3	4	4	4	4	3	4	3	3	4	3	4	X	3	4	4	4.5	3	5	4	3	4	4	4	5
Raiden	161	6	6	6	5.5	6	6	5	5.5	5	6	5	5.5	5.5	5	6	5	X	6	6	6	6	6.5	6	6	6	6	6	
Reptile	136	5	6	5	5	5	5.5	4.5	5	4.5	5	4.5	5.5	5	4.5	5.5	6	4	X	5	5.5	4	6	5	4	5	4.5	5.5	6
Scorpion	135.5	6	6	5.5	4.5	5	5	4.5	4	5	5	4.5	5	4	4.5	5	6	4	5	X	6	4	6	5	4.5	5	5.5	5	6
Sektor	123	5	5.5	5	4	5	4.5	4	4	4	4	4	4	4.5	4	5.5	5.5	4	4.5	4	X	4	6	4.5	4	4.5	4.5	5	5.5
Shang Tsung	165	6	6	6	6	6	5.5	5.5	5	6	5.5	5.5	6	5.5	5.5	6	4	6	6	6	X	6	5.5	6	6	6	6	7	
Sheeva	105	4.5	5	4	3	3.5	4	3	3.5	4	4	3	3	4	4	5	5	3	4	4	4	3	X	4	3	4	4	4	5
Sindel	136	5.5	6	6	4	5	5.5	4	4.5	5	5	4.5	5.5	5	4	6	6	4	5	5	5.5	4	6	X	4	5	4.5	5.5	6
Smoke	153	6	6	6	5	6	5.5	5	5	5.5	6	4.5	5	5	4	5.5	6	4	6	5.5	6	4.5	6	X	6	6	5.5	7	
Sonya	134	6	6	5.5	5	5.5	5	4.5	4.5	4.5	4.5	4	5	5	4.5	4.5	6	4	5	5	5.5	4	6	5	4	X	5	4.5	6
Stryker	133.5	4.5	6	5.5	4.5	5.5	5	4	4.5	5.5	5	4.5	4	4.5	4.5	5	6	4	5.5	4.5	5.5	4	6	5.5	4	5	X	5	6
Sub-Zero	133.5	5.5	6	5	4.5	4.5	5	5	5	5.5	5	4.5	5	5.5	4	4.5	6	4	4.5	5	5	3	6	4.5	4.5	5.5	5	X	6
Kratos (PS3)	107	4.5	5	5	4	4	4	2	3	4	4	3	4	4	3	5	5	3	4	4	4.5	3	5	4	4	4	4	4	X



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BARAKA

STAGE FATALITY

Stage Fatality ↓, ↓, ↓, ↓, 3

FINISHING MOVES

Up the Middle ←, →, ↓, →, 1

Take A Spin →, →, ↓, ↓, 3



CYBER SUB-ZERO

STAGE FATALITY

Stage Fatality ↓, ↓, ↑, BLOCK

FINISHING MOVES

Kold Fusion ↓, ←, ↓, →, 2 (One jump distance away from opponent)

Brain Freeze ↓, ↓, ←, ↓, 1



CYRAX

STAGE FATALITY

Stage Fatality ↓, ↑, BLOCK

FINISHING MOVES

Buzz Kill →, ↓, →, ←, 2 (sweep distance)

Nothing But Net ←, ↓, ←, →, 1



ERMAC

STAGE FATALITY

Stage Fatality ↓, ↑, ↓, ↓, 3

FINISHING MOVES

Mind Over Splatter ↓, ↑, ↓, ↓, BLOCK

Pest Control →, ←, →, ↓, 4



JADE

STAGE FATALITY

Stage Fatality ←, →, ↓, BLOCK

FINISHING MOVES

Head-A-Rang ↑, ↑, ↓, →, 1

Half Mast ←, ↓, ←, ↓, 4



JAX

STAGE FATALITY

Stage Fatality ↓, →, ↓, 1

FINISHING MOVES

Smash and Grab ←, →, →, ←, 2 (touching opponent)

Three Points! →, →, ←, ↓, 3



JOHNNY CAGE

STAGE FATALITY

Stage Fatality ↓, ←, →, BLOCK

FINISHING MOVES

Heads Up! →, →, ←, ↓, 3

And The Winner Is... ↓, →, ↓, →, 4



KABAL

STAGE FATALITY

Stage Fatality ↓, ↓, 4

FINISHING MOVES

Hook Up	←, →, ←, →, 1 (sweep distance)
I Takes Guts	↓, ↓, ←, →, Block



KANO

STAGE FATALITY

Stage Fatality ↑, ↑, ←, 4

FINISHING MOVES

Heartbreak	←, ↓, ←, →, 1 (sweep distance)
Eat Your Heart Out	↓, ↓, →, ←, 4



KITANA

STAGE FATALITY

Stage Fatality →, ↓, ↓, 3

FINISHING MOVES

Fan Opener	↓, ↓, ←, →, 2
Splitting Headache	→, →, →, ←, 3



KRATOS

STAGE FATALITY

Stage Fatality ↓, ↓, ↓, 3

FINISHING MOVES

Blade of Olympus	↓, ↓, ←, →, 2 (sweep distance)
Medusa's Gaze	↓, ←, →, ↓, 1



KUNG LAO

STAGE FATALITY

Stage Fatality ↓, ↓, ↓, 3

FINISHING MOVES

Hat Trick	←, →, →, ←, 2
Razor's Edge	↓, ↓, →, ←, 1



LUI KANG

STAGE FATALITY

Stage Fatality ↓, ↓, ←, 3

FINISHING MOVES

Fist of Flame	→, ←, ↓, ↓, 3 (sweep distance)
The Beast Within	↓, ↓, ↓, ↓, 4



MILEENA

STAGE FATALITY

Stage Fatality →, →, →, 1

FINISHING MOVES

Be Mine	←, ←, ←, →, 2
Rip Off	←, ←, ←, →, 3



FATALITIES



NIGHTWOLF

STAGE FATALITY

Stage Fatality | ↓, ↓, ↓, BLOCK

FINISHING MOVES

Little Off the Top | ↓, ↓, ↓, ←, 4

Ascension | ↓, ↓, ↓, ←, 1



NOOB

STAGE FATALITY

Stage Fatality | ←, ↓, ←, 3

FINISHING MOVES

Make a Wish | ←, ↓, ←, ↓ + 4 (one jump away from opponent)

As One | ↓, ↓, ←, ↓, Block



QUAN CHI

STAGE FATALITY

Stage Fatality | ←, ↓, ↓, 2

FINISHING MOVES

Beat Down | ↓, ↓, ↓, ↓, 1 (sweep distance)

On Your Knees | ↓, ↓, ↓, ↓, 4



RAIDEN

STAGE FATALITY

Stage Fatality | ↓, ↓, ↓, 2

FINISHING MOVES

Just a Scratch | ↓, ↓, ↓, ↓, 1 (One jump outside opponent)

Transplant | ←, ↓, ↓, ↓, 4



REPTILE

STAGE FATALITY

Stage Fatality | →, ↓, ↓, BLOCK

FINISHING MOVES

Acid Yak | →, ↓, ↓, ↓, 3

Weight Loss | ↓, ↓, ↓, ←, 1



SCORPION

STAGE FATALITY

Stage Fatality | ↓, ↓, ↓, BLOCK

FINISHING MOVES

Robo-Sek | →, ↓, ←, →, 3 (fullscreen)

The Scarecrow | ↓, ↓, ↓, ←, 1



SEKTOR

STAGE FATALITY

Stage Fatality | →, ↑, ↑, 1

FINISHING MOVES

Split Decision | →, ↓, ←, 2 (sweep distance)

Nether-Gate | ←, ↓, ←, 3



SHANG TSUNG

STAGE FATALITY

Stage Fatality | $\uparrow, \uparrow, \leftarrow, 2$

FINISHING MOVES

Bang Bang!	$\leftarrow, \downarrow, \rightarrow, 3$ (sweep distance)
Identity Theft	$\downarrow, \downarrow, \leftarrow, \downarrow, 2$



SHEEVA

STAGE FATALITY

Stage Fatality | $\downarrow, \downarrow, \downarrow, \downarrow, 1$

FINISHING MOVES

Stripped Down	$\rightarrow, \downarrow, \downarrow, \rightarrow, 1$ (sweep distance)
Lend a Hand	$\rightarrow, \leftarrow, \rightarrow, \leftarrow, 4$



SINDEL

STAGE FATALITY

Stage Fatality | $\downarrow, \downarrow, \downarrow, 1$

FINISHING MOVES

Migraine	$\leftarrow, \rightarrow, \downarrow, \rightarrow, 1$ (sweep distance)
Mouthful	$\leftarrow, \rightarrow, \uparrow, 2$



SMOKE

STAGE FATALITY

Stage Fatality | $\rightarrow, \uparrow, \uparrow, 1$

FINISHING MOVES

Smoked Out	$\leftarrow, \rightarrow, \leftarrow, \rightarrow, 1$ (sweep distance)
Tremor	$\leftarrow, \leftarrow, \downarrow, \rightarrow, 2$



SONYA

STAGE FATALITY

Stage Fatality | $\leftarrow, \rightarrow, \downarrow, 2$

FINISHING MOVES

Scissor Split	$\downarrow, \downarrow, \leftarrow, \rightarrow, 1$ (one jump distance away)
Kut-Throat	$\downarrow, \leftarrow, \rightarrow, \leftarrow, 4$



STRYKER

STAGE FATALITY

Stage Fatality | $\rightarrow, \uparrow, \uparrow, 4$

FINISHING MOVES

Time Served	$\rightarrow, \downarrow, \rightarrow, 3$ (sweep distance)
Have a Blast	$\downarrow, \rightarrow, \downarrow, \rightarrow, \text{BLOCK}$



SUB-ZERO

STAGE FATALITY

Stage Fatality | $\rightarrow, \downarrow, \leftarrow, 2$

FINISHING MOVES

Have An Ice Day	$\leftarrow, \rightarrow, \downarrow, \rightarrow, 4$ (sweep distance)
Spinal Smash	$\downarrow, \leftarrow, \downarrow, \rightarrow, 2$

FATALITIES		
	BARAKA	FINISHING MOVES
	CYBER SUB-ZERO	FINISHING MOVES
	CYRAX	FINISHING MOVES
	ERMAC	FINISHING MOVES
	JADE	FINISHING MOVES
	JAX	FINISHING MOVES
	JOHNNY CAGE	FINISHING MOVES

FATALITY REFERENCE CARDS

"ACID YAK"



LEARN CHARACTER FATALITIES

- ✗ Complete the most difficult missions in the Challenge Tower
- ✗ Unlock everything in the Krypt
- ✗ Kombat Codes revealed

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